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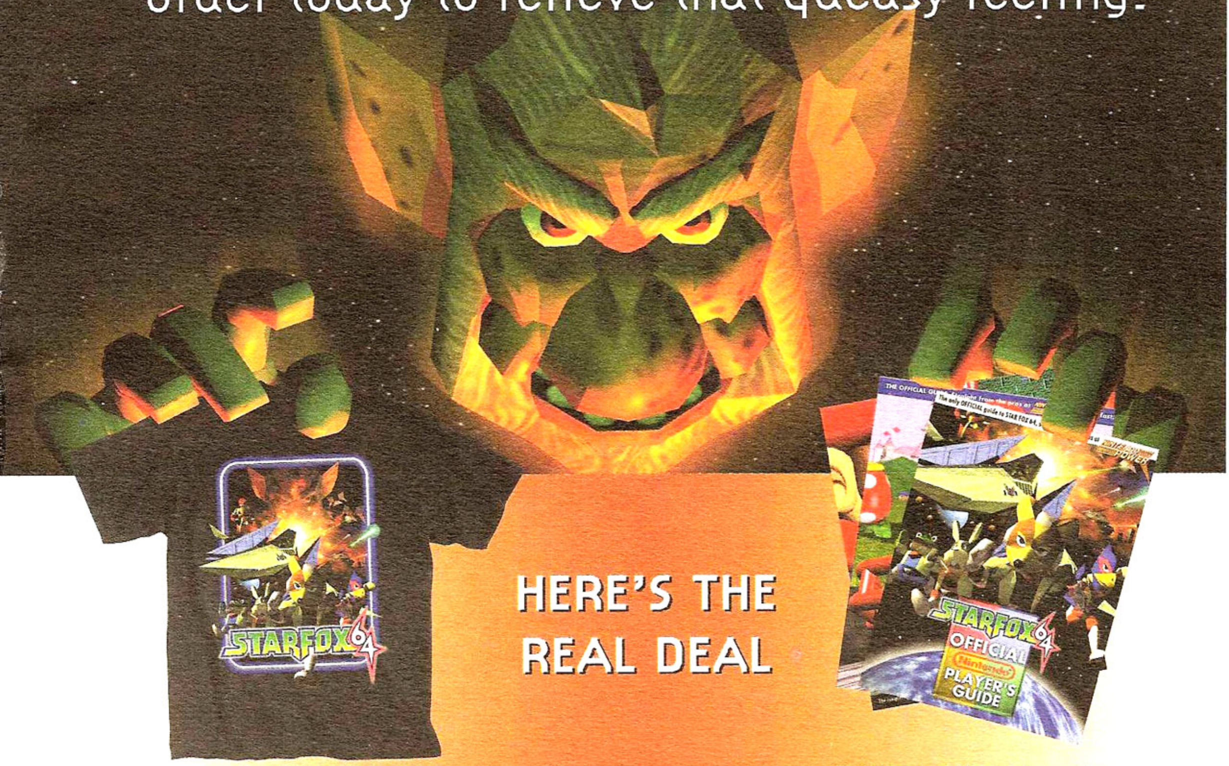
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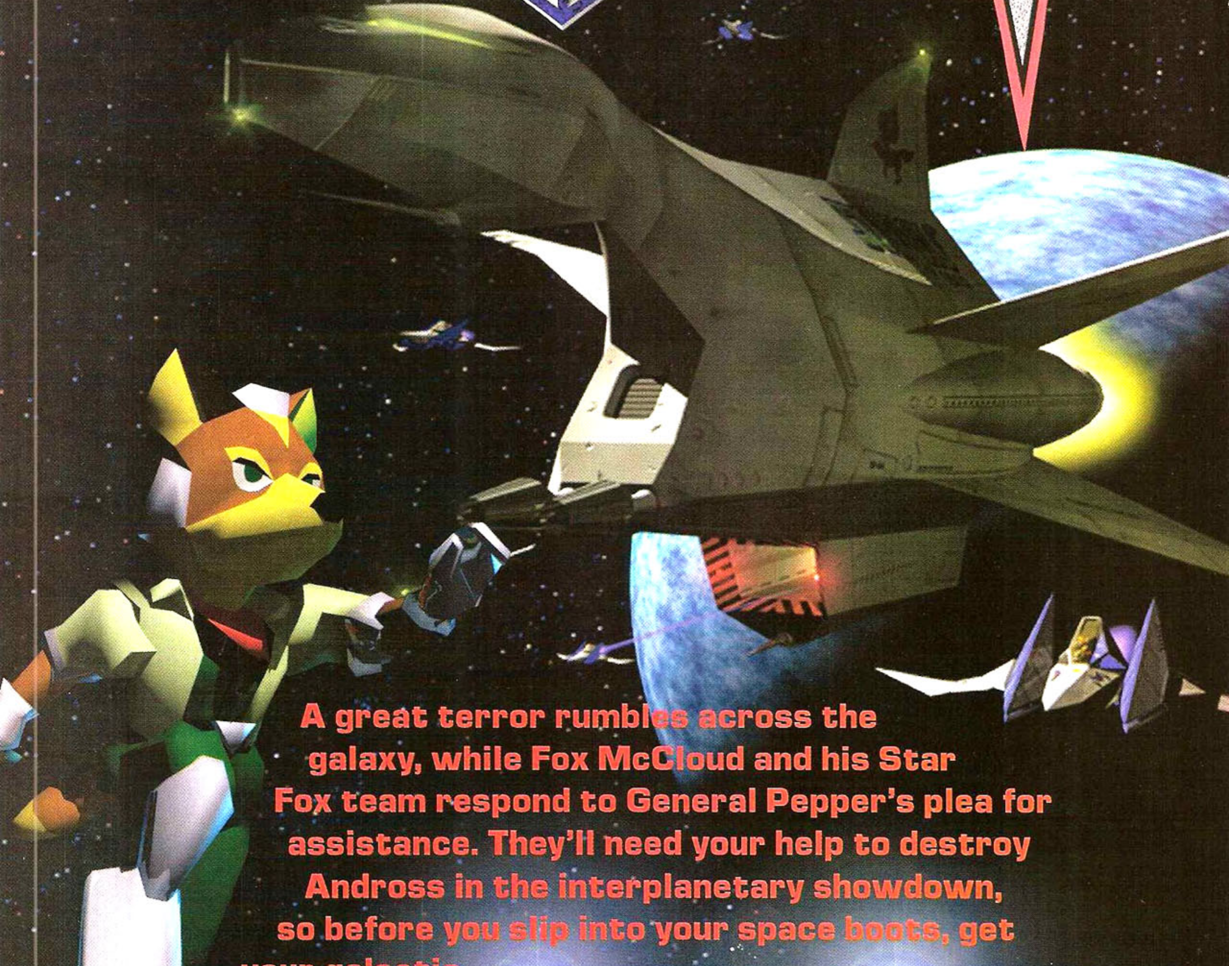
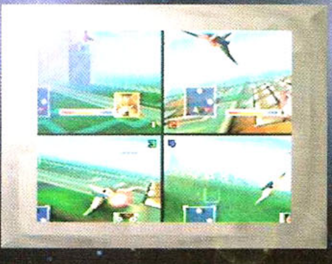


A great terror rumbles across the galaxy, while Fox McCloud and his Star Fox team respond to General Pepper's plea for assistance. They'll need your help to destroy Andross in the interplanetary showdown, so before you slip into your space boots, get your galactic guidance and get a lock on all the enemies.



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DARK RIFT

Do you have what it takes to defeat the best warriors in the universe and win the Master Key? You will after you check out the cool combos, tips and strategies in our eight-page review of Vic Tokai's Dark Rift for the N64.

Pg. 20

ISS 64

The final whistle's going to blow in thirty seconds. The score's tied up, and your exhausted team sweats it out with a corner kick. Dig your heels into our six pages of coaching, and you'll trample your way to soccer stardom and beat ISS 64's mid-game Scenarios.

TRAINING
Silva

Pg. 28

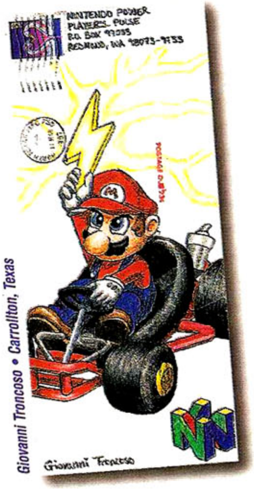
E3 PREVIEW

Nintendo Power takes an insider look at the upcoming Electronic Entertainment Expo (E3) in Atlanta and the upcoming crop of N64 games. You won't want to miss the exclusive screen shots of two top-secret games from Rare that will redefine the standard for video game graphics. Before the rest of the world has even heard the news, you'll have 17 pages of in-depth information, courtesy of Power.

Pg. 51

PLAYER'S PULSE

Our 100th issue is peeking around the corner, so dig up your back issues and tell us about your fondest Nintendo Power memories. Drop us a line and get nostalgic, or just send us your greetings and artwork wishing us the best for our 100th anniversary!



Giovanni Troncoso • Carrollton, Texas

Doom Redux

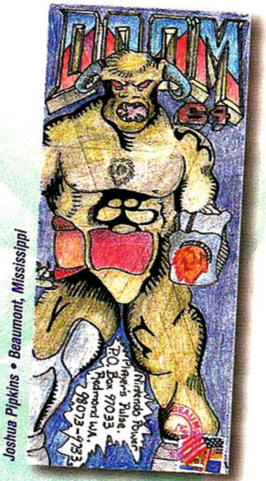
Whoa, wait just one second! Doom 64 running circles around the PC? Is this correct? Even though Doom and Doom 2 were released a long time ago, they are still better than the N64 version. Why, you ask? Two words: multi-player support. Sure, it's fun to hack up baddies with a chain saw, but it's more fun to hack up your friends. Also there are millions of patches for the PC, and you can make your OWN levels. How cool is that? The only thing Doom 64 has over the PC is load time.

Dan Payne
Via the Internet

NP Awards

I would like to share my feelings about Best Sports Game for the Nintendo Power Awards. I think that NBA Hang Time should have taken first. Wave Race 64 might have better graphics, but NBA Hang Time is much more of an exciting game. The whole picture shakes when you're on fire, and the monster dunks improved since NBA Jam. You can create your own player using faces from human, clown, or fly heads. The codes for NBA are way better—you can play on a city roof, use a multi-colored ball, or have a Mortal Kombat fighter on your team! You can change Dennis Rodman's hair color. No offense to Wave Race 64, but I think NBA Hang Time should have brought home the trophy!

John Bonini
Wallingford, CT



Joshua Pipkins • Beaumont, Mississippi

The N64 isn't even a year old, yet you guys give it all the Nintendo Power Awards (except for the Best Super NES and Best Game Boy Game awards). Okay, Super Mario RPG walked away with Funniest Game, but really. You guys are advertising a bit too much aren't you? However many awards Super Mario 64 got are unbelievable. Especially Best Ending—everyone around my house hates the ending! It seems to me you're telling your readers, "Go get an N64 really quick, so you can get the games that won these awards!"

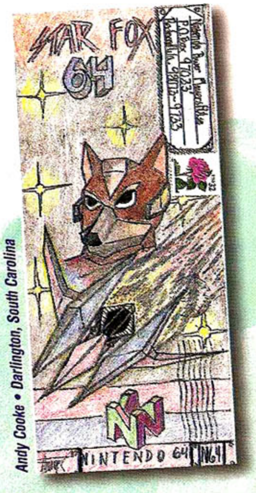
Thomas A. James
Yorktown, VA

We're not telling anyone that—our readers are! Our readers were the ones who got to vote for the winners of the NP Awards, not us. However, it's not bad advice to tell readers to, "Go get an N64 really quick, so you can get the games that won these awards!"

Pro-polygon

In response to Roy Davis's letter in Volume 94: If people start to think the graphics of the N64 are polygonal, they haven't seen the PlayStation in a while. In my opinion, Mario is extremely well-rendered (although his fingers could use some work). Then there's the Star Fox 64 team. Sure, they look polygonal, but they look good polygonal! I don't think that the way a character looks should ruin the plot or fun of a game.

Brendan Hopper
Via the Internet



Andy Cooke • Darlington, South Carolina

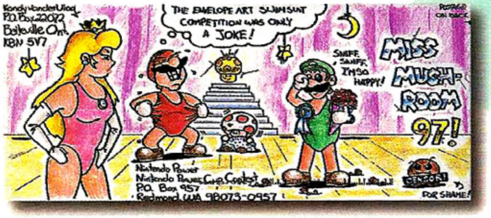
Who's that Monkey?

I was playing The Legend of Zelda: A Link to the Past a few days ago and noticed that in order to get to the Dark Palace, one needs the help of a monkey named Kiki. In Super Mario 64, the monkey who steals your cap and gives you a star is also named Kiki. Is this the same monkey?

Eduardo Castellanos
Via the Internet

While Kiki also shows up in The Legend of Zelda: Link's Awakening, the helpful simian didn't manage to swing into Super Mario 64. Ukkiki, an altogether differ-

Randy VanderUlag • Belleville, Ontario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Background Art: Stephen Miranda • Santa Ana, California *ent monkey, is the one who has a penchant for stealing Mario's cap. Apparently, in the ape world, similar-sounding names are popular, like say, Dixie, Diddy and Kiddy.*

Stop Your Fussin'

I'm tired of hearing people whine to you guys saying, "Put this in your magazine" or "Take that out!" This is Nintendo's magazine, so let them do what they want. It's not their fault that most third-party developers are now sticking to the N64. If they ignore that fact, they will fail the race to be the best game system.

Nick Saucedo
Yuma, AZ

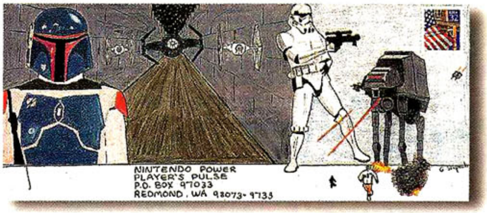
Dandier than Candy

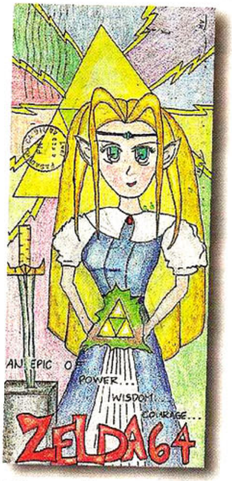
To all those who did not change the system, there is something wrong with you. The N64 is faster than a speeding PC, stronger than...that other company, able to hook any gamer in a single try. Become one with the next generation of power players. Come. See. Purchase. Play. I personally guarantee you satisfaction that no candy bar can give you.

Twiggy Richardson
Sacramento, CA

Better yet, unlike candy bars, the N64 satisfies you without the threat of the ever-mysterious "nougat."

G. Stupeck • Auburn, Indiana

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Angela Yi • Glendale, California

100 Suggestions

Here are my top ten ideas for your 100th issue:

10. Show covers of issues 1 through 100
9. A Nintendo Power timeline
8. A comic book with Mario, Zelda or Donkey Kong
7. The return of R.O.B.!!!
6. N64 Controller stickers
5. One more Nester cartoon
4. An article on landmark Nintendo games
3. The cover??? PENGUINS!
2. Nintendo character "hall of fame" trading cards
1. More top ten lists

T.J. Sanborn
West Buxton, ME

For the 100th issue, you should review the history of Nintendo. Have a timeline showing when Nintendo was first created all the way up to this date. Have some screen shots of the old Mario on the NES, then the Super NES, then the N64. You could throw in some Zelda screen shots, too.

Tommy Hrabusicky
Via the Internet

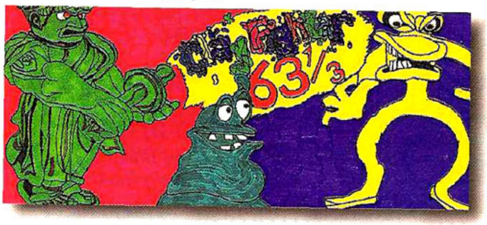
I think Luigi should be on the cover of the 100th issue, since he has been ignored ever since his greedy brother (not Wario) took over.

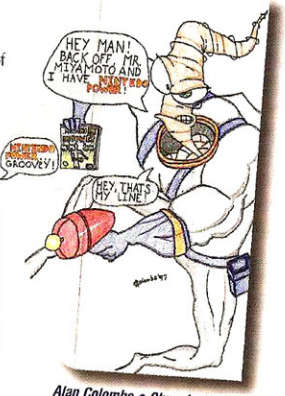
John Scott
Via the Internet

I think for your 100th issue you should bring back the manila envelope backgrounds for Classified Information one last time, so we can say goodbye to them in a decent fashion. What's the big deal about them, anyway?

Shaun Austin
Via the Internet

Jared Bogdan • Baltimore, Maryland




HEY MAN! BACK OFF, MR. MIYAMOTO AND I HAVE NINTENDO POWER!
NINTENDO POWER... GROOVEY!
HEY, THATS MY LINE!

Alan Colombo • Olympia, Washington

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POWER CHARTS

Did Mario Kart 64 run out of gas? The speed demon led the pack for three months, until finally having a blow-out this month and stalling at number five. In their second week on the charts, Fox McCloud and the Star Fox team race 'n' rumble up three spots to number six. Meanwhile, Super Mario 64 quietly regains the pole position.

NINTENDO 64 TOP 10

1 SUPER MARIO 64

2 TUROK: DINOSAUR HUNTER

3 STAR WARS: SHADOWS OF THE EMPIRE

After three months of playing second banana to Mario Kart 64, Super Mario 64 peels out to reclaim the number one throne. Turok also climbs up a notch, clawing one spot away from the top.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	SUPER MARIO 64	NINTENDO	2	10
2	TUROK: DINOSAUR HUNTER	ACCLAIM	3	10
3	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	4	10
4	BLAST CORPS	NINTENDO	5	2
5	MARIO KART 64	NINTENDO	1	7
6	STAR FOX 64	NINTENDO	9	2
7	CRUIS'N USA	NINTENDO	8	7
8	DOOM 64	MIDWAY	7	2
9	WAVE RACE 64	NINTENDO	6	10
10	KILLER INSTINCT GOLD	NINTENDO	—	8

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST

2 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

3 SUPER MARIO RPG

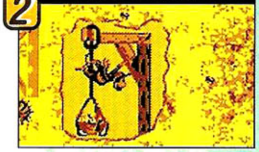
Do you smell burning rubber? Mario Kart 64 may have skidded out of the top four N64 games, but its Super NES racing partner zooms up three places to crash back into the top four.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	65
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	2	9
3	SUPER MARIO RPG	NINTENDO	3	15
4	SUPER MARIO KART	NINTENDO	7	51
5	FINAL FANTASY III	SQUARE	4	31
6	DONKEY KONG COUNTRY	NINTENDO	8	33
7	CHRONO TRIGGER	SQUARE	5	24
8	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	21
9	SUPER METROID	NINTENDO	9	39
10	THE LOST VIKINGS II	INTERPLAY	10	2

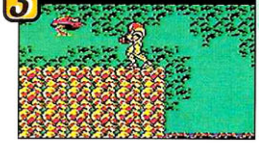
GAME BOY TOP 5

1 THE LEGEND OF ZELDA: LINK'S AWAKENING

2 DONKEY KONG LAND 2



3 METROID II: RETURN OF SAMUS



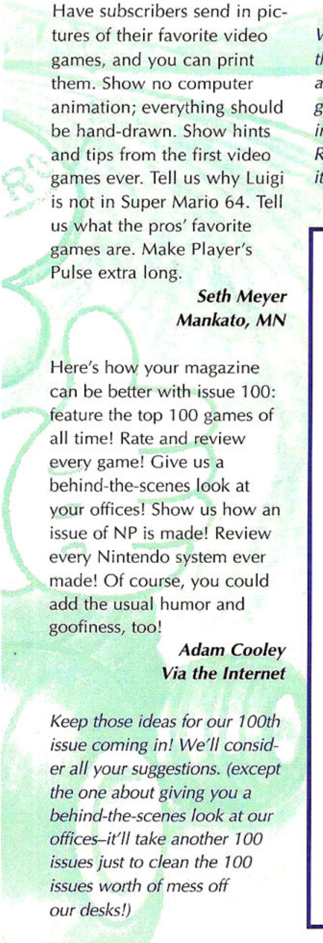
The top three is a pretty solid trio of favorites, so most games can only break into fourth or fifth place. This month's invaders are a pair of Tetris games replacing Super Mario Land 2 and Donkey Kong Land.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	51
2	DONKEY KONG LAND 2	NINTENDO	2	11
3	METROID II: RETURN OF SAMUS	NINTENDO	3	67
4	TETRIS	NINTENDO	—	56
5	TETRIS ATTACK	NINTENDO	—	11

MOST WANTED

1. LEGEND OF ZELDA 64 (N64)
2. 64 DD (N64)
3. STAR FOX 64 (N64)
4. EARTHBOUND 64 (MOTHER 3)
5. YOSHI'S ISLAND 64 (N64)
6. NINTENDO 64
7. MARIO KART 64 (N64)
8. TUROK: DINOSAUR HUNTER (N64)
9. SUPER MARIO 64 (N64)
10. CLAY FIGHTER 63 1/3 (N64)

LETTERS, CONTINUED...



I have some ideas for your 100th issue. You should chart the best video games of all time for all your systems. Have subscribers send in pictures of their favorite video games, and you can print them. Show no computer animation; everything should be hand-drawn. Show hints and tips from the first video games ever. Tell us why Luigi is not in Super Mario 64. Tell us what the pros' favorite games are. Make Player's Pulse extra long.

Seth Meyer
Mankato, MN

Here's how your magazine can be better with issue 100: feature the top 100 games of all time! Rate and review every game! Give us a behind-the-scenes look at your offices! Show us how an issue of NP is made! Review every Nintendo system ever made! Of course, you could add the usual humor and goofiness, too!

Adam Cooley
Via the Internet

Keep those ideas for our 100th issue coming in! We'll consider all your suggestions. (except the one about giving you a behind-the-scenes look at our offices–it'll take another 100 issues just to clean the 100 issues worth of mess off our desks!)

Bad Vibrations

You know, the N64 has quite an array of accessories so far. First, the Controllers, then the Controller Pak, and now the Rumble Pak. What's next, a Smelling Pak? Realistically speaking, I do not think the Rumble Pak actually lets you "feel the action." All it does is shake. I do admit it's creative, but come on!

Timothy Gee
Via the Internet

We had some doubts about the Rumble Pak, too, but it actually does enhance your gaming experience. Try playing Star Fox 64 with the Rumble Pak, and then without it, and you'll probably find that the game's just not as exciting or exhilarating without the rumbles. With the Rumble Pak, you'll actually feel like you're in an Arwing cockpit that's being bombarded by lasers and asteroids. As far as the Smelling Pak, we think we'll pass on the idea so we can spare you from the odorous assault of Clayfighter's Boogerman!

Pocketful of Winners

Game Boy Pocket, where are you? In Volume 95, we challenged you to answer that question and find all the Game Boy Pockets that we hid throughout the magazine. Apparently, we hid them too well! Todd Dyment, one of our editorial assistants, sorted through over 800 incorrect entries before finding the 25 eagle-eyed winners who spotted all 31 Game Boy Pockets. If the pint-sized portables still elude you, check out last month's Player's Pulse to find their whereabouts. In the meantime, here are the 25 winners who already know where to find them:
Kevin Cabral of New Bedford, MA; **Kevin & Lauren Charlton** of High Ridge, MO; **Dennis Draper** of Peoria, IL; **Dan Duggan** of Campbell River, BC; **Penny Gobel** of San Diego, CA; **Kristi Groff** of Cochranville, PA; **Fred Hannah** of Nova Scotia; **Christopher Hoff** of Camp Verde, AZ; **Eric Holzman** of Northport, NY; **Nick Lamb** of Huntington, WV; **Sonya Lethcoe** of Springfield, OH; **Herman Mallory** of Baltimore, MD; **Omar Nales** of Killeen, TX; **Spiros Niforos** of Olney, MD; **Anthony Palmieri** of Lake Forest, CA; **Jose Perez** of Arlington, VA; **Joshua Pruitt** of Hester, LA; **Gil Rogoff** of Valenica, CA; **Gerardo Romo** of South Gate, CA; **Oliver Sanford, Jr.** of Springfield Gardens, NY; **Kit Stover** of Portland, OR; **Bob Suminski** of Madison, WI; **Joshua Sutton** of Clayton, GA; **Hong Truong** of Wheeling, IL; **Kevin Yates** of Grapevine, TX.

We revealed the hiding places in last month's Player's Pulse.

WRITE AWAY RIGHT AWAY!

Whew! Nintendo Power has covered almost 100 volumes worth of gaming. What would you like to see in our next 100 volumes? Let us know and help us power your mag to volume 200! Send your suggestions to:

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STAR FOX® 64

It's a distress call from General Pepper! Andross is back and he's bent on crushing Corneria and creating a galaxy of mutated bio-weapons. It's up to Fox McCloud and his daring team of pilots to rescue the Lylat System. Scramble to your Arwing and charge your G diffuser—you're on a translight ride to high adventure in Nintendo's Star Fox 64!

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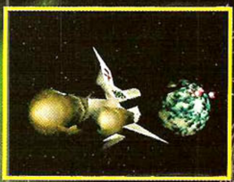
CINEMATIC SEQUENCES

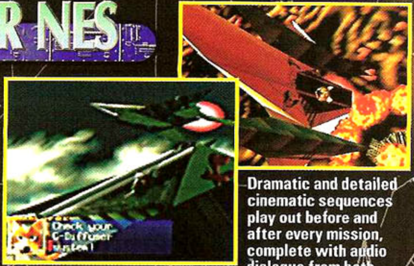
Star Fox 64 is packed with breathtaking, cinematic action scenes. Even if you rarely wait around to watch a game's demo sequence, sit back and preview the opening scene of Star Fox 64. The intro resembles the beginning of a major motion picture more than a video game. You'll discover other cinematic sequences throughout the main game, all with unique camera angles, character voices and stunning visual effects. These scenes will pump you up before and after each mission as you battle your way across the Lylat System. And don't worry about re-runs—if you've seen the scene before, the game lets you skip over it by pressing the Start Button.



Our army alone can't do the job! Hurry, Star Fox!

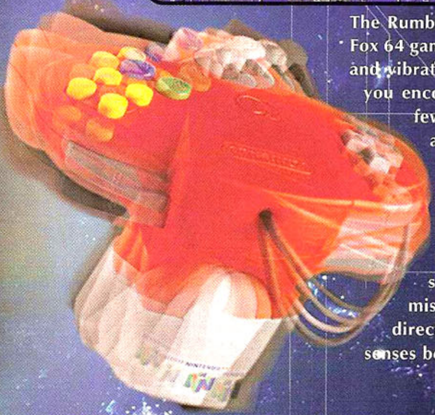
LIGHT YEARS BEYOND SUPER NES

While the original Star Fox included text messages from your team, Star Fox 64 features audio dialogue from more than 20 characters in the game. The N64 version also includes a flight simulator style and All-Range Mode. While the first game had three paths to Andross, you can chart a new course in Star Fox 64 almost every time you complete a mission.



Dramatic and detailed cinematic sequences play out before and after every mission, complete with audio dialogue from both friends and foes.

RUMBLE PAK



The Rumble Pak accessory comes packaged with every Star Fox 64 game. It attaches to the base of your N64 Controller and vibrates at various degrees, depending on the action you encounter. Upon hearing about the Rumble Pak, a few skeptics might jump to the conclusion that the accessory is some sort of gimmick. Even the pros at Power will admit that they were a little skeptical—until they plugged it in. The proof is in the playing. The Rumble Pak delivers realistic, tactile feedback that matches what you see and hear on the screen. This feedback will range from a slight buffet of turbulence from a near miss, to a full blown jolt from a direct hit. Try it and let your senses be the judge.

THREE WAYS TO FIGHT

Star Fox 64 isn't all fancy flying. There is a special tank and a submarine waiting for Fox in the hangar bay. The controller configurations of all three vehicles are similar, so you'll spend less time learning and more time blasting away at Andross's legions.

ARWING

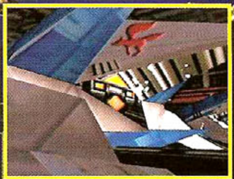
The Arwing is the Star Fox team's utility craft. You'll fly it in 13 of the 16 possible missions in the game. Because the fate of the Lylat System depends on solid flying skills, Star Fox 64's Training Mode focuses on Arwing flight maneuvers and combat.

LANDMASTER

Space Dynamics Co., Ltd., designed the Landmaster specifically for Fox McCloud's ground assault missions. You'll deploy the Landmaster when you reach Titania and Macbeth. This tank is equipped with two vertical jets, so it can hover for short distances over obstacles.

BLUE-MARINE

The Blue-Marine submarine is a prototype vessel engineered by Space Dynamics Co., Ltd., Slippy Toad is the submarine's chief architect, and he personally maintains the submarine inside the Great Fox's hangar. You'll deploy the Blue-Marine when you explore the murky depths of Aquas.

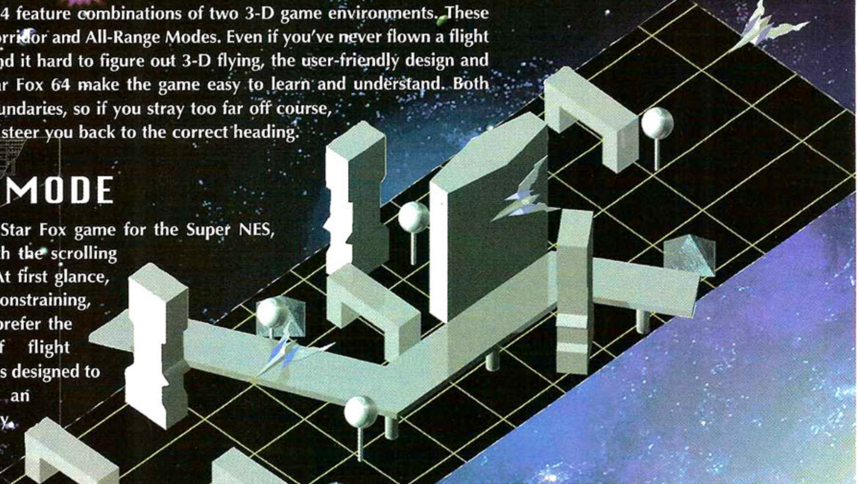


THE WORLD OF STARFOX 64

The 16 levels in Star Fox 64 feature combinations of two 3-D game environments. These environments are called Corridor and All-Range Modes. Even if you've never flown a flight simulator style game, or find it hard to figure out 3-D flying, the user-friendly design and elegant play control in Star Fox 64 make the game easy to learn and understand. Both modes feature invisible boundaries, so if you stray too far off course, your Arwing autopilot will steer you back to the correct heading.

CORRIDOR MODE

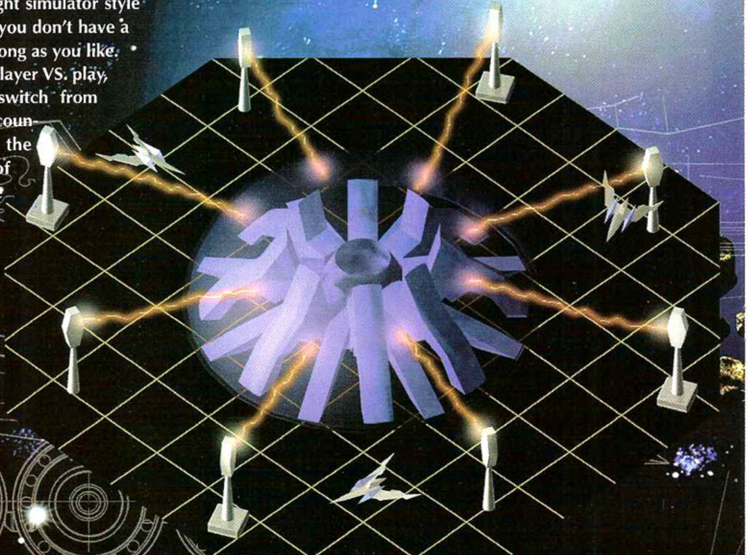
If you played the original Star Fox game for the Super NES, you're already familiar with the scrolling action in Corridor Mode. At first glance, Corridor Mode may look constraining, especially to players who prefer the wide open spaces of flight simulators, but this format is designed to replicate the drama of an attack run. You have only one opportunity—a single pass—to complete your objectives and pull off a perfect score. If you miss a target or a warp, you can't turn around and go back for a second attempt.



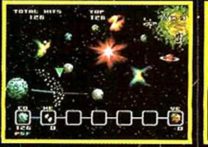
ALL-RANGE MODE

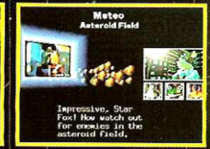
Six of the stages in the game feature flight simulator style play called All-Range Mode. As long as you don't have a time limit, you can fly anywhere for as long as you like. This format is used exclusively in multi-player VS. play, but some levels in the main game switch from Corridor to All-Range Mode for boss encounters. The map on the right charts the physical features on the surface of starbase at Bolse, an All-Range Mode mission you'll fly when you finally reach orbit around Venom.

ANDREW
You'll be sorry
you crossed us!



A FOX ON A MISSION: MAIN GAME

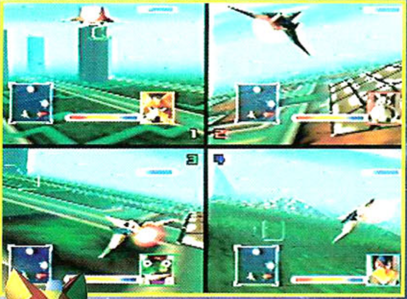



Meteo
Asteroid Field

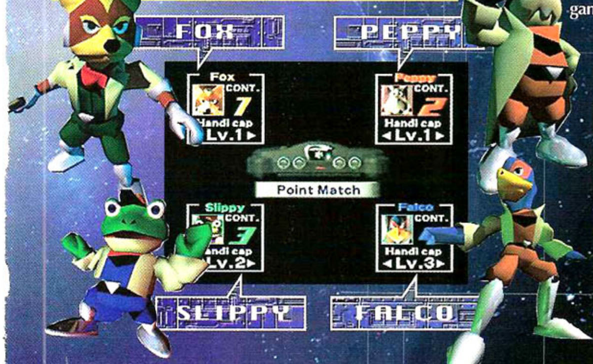
Impressive, Star Fox! Now watch out for enemies in the asteroid field.

The main game is a one-player, epic battle across the Lylat System. You assume the role of Fox McCloud, the leader of the Star Fox Team. General Pepper, the leader of the Cornerian forces, hired Fox to defeat Andross and save the Lylat System. Since General Pepper was highly decorated in his previous engagements with Andross, he knows the enemy's strategies and will brief you before each mission. Depending on how well you perform, your path and difficulty level will change as you get closer to Venom. You'll learn more about Star Fox 64's easiest and most difficult routes on the next page.

IT'S A FOXFIGHT: VS. MODE



Star Fox 64 features three modes of multiplayer matches, all of which are variations of supersonic dogfights and grueling tank duels. Up to four players can choose between Battle Royal, an all-out dogfight or a Landmaster duel to the last pilot, Point Mode, a scoring match with players flying or tanking unlimited vehicles, and Time Trial, a high score race where gamers blast each other and computer controlled pilots out of the skies. If the experienced players are continually beating up on the beginners, you can balance the skill levels using the game's Handicap option.



Fox CONT. 7 Handi cap ◀Lv.1▶

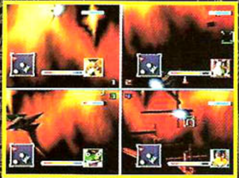
Peppy CONT. 2 Handi cap ◀Lv.1▶

Point Match

Slippy CONT. 3 Handi cap ◀Lv.2▶

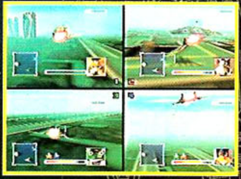
Falco CONT. Handi cap ◀Lv.3▶

BATTLE ROYAL



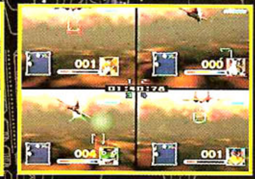
Battle Royal Mode is an all-out foxfight for one to four players. Each player has one Arwing or Landmaster, and the match ends when one survivor remains on the field.

POINT MATCH



Players have unlimited Arwings or Landmasters in Point Mode. You earn points by downing rival players. The first player to earn three points wins the game.

TIME TRIAL

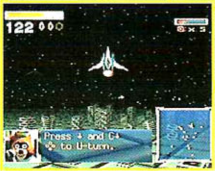


In Time Trial, you have between one and five minutes to take out as many enemy aircraft as possible. Your score will reset to zero if you're shot down by a rival player.

LEARN TO FLY: TRAINING MODE

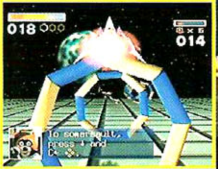
If you've never flown an Arwing before, Star Fox 64's Training Mode has the tips you'll need to get the edge on Andross's legions. Your Flight Training Academy instructor will gradually introduce you to all the flying maneuvers possible in the game, starting with basic moves and ending with a massive dogfight in All-Range Mode. Of all of the maneuvers you'll learn in Training, the toughest to master are the U-Turn and Loop. These moves will shake enemies off your tail so it's important to learn them early in the game. You can also use U-Turns and Loops to break enemy radar lock when you're playing multiplayer games.

U-TURN



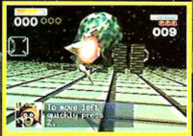
Press ↓ and C↓ ✥ to U-turn.

LOOP



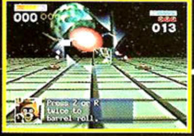
To somersault, press ↓ and C↓ ✥.

QUICK TURN



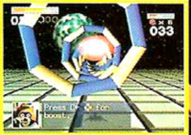
To move left quickly press Z.

BARREL ROLL



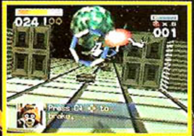
Press Z or R twice to barrel roll.

BOOST



Press C← ✥ for boost.

BRAKE

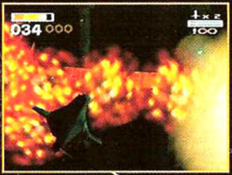


Press C↓ ✥ to brake.

THE LYLAT SYSTEM

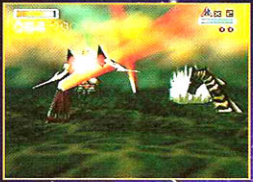
12. AQUAS

The ocean planet of Aquas is usually teeming with various forms of life, but Andross has released a toxic aquatic bio-weapon that is systematically mutating the planet's ecosystem. Long range sensors cannot locate the bio-weapon, so you'll have to use the Blue-Marine to find it.



13. ZONESS

Like Aquas, Zoness is completely covered by ocean, but Andross has industrialized the planet with refineries that produce fuel for his fleets. You can create an energy crisis if you dodge the enemy's searchlights and disable the tanker convoys.

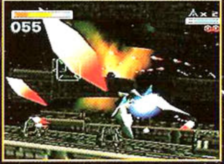


14. SECTOR Z

Many years ago the Cornerian Colonial Forces engaged the dreaded space pirates in an epic battle inside the Sector Z Nebula. This area is now strewn with ancient wreckage, and military experts conclude that Andross is either salvaging the old ships here or trying to lure Star Fox into a trap.

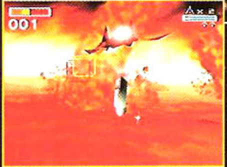
11. SECTOR Y

Corneria's battle fleet is limping back home through the Sector Y Nebula. There are scattered reports that the enemy is deploying armored robots to ambush the fleet. These robots carry special shields that deflect everything except direct hits.



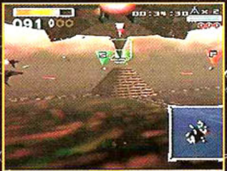
9. SOLAR

Solar is a searing hot star called a red dwarf. Andross's ships were spotted in Solar's orbit, so he may have a bio-weapon here. This matter must be investigated, but we don't have a ship that can survive the intense heat.



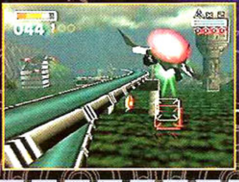
8. KATINA

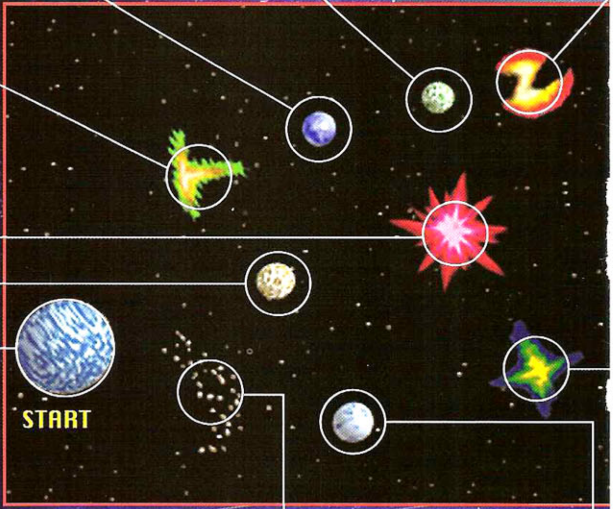
Throughout the invasion, the Frontline Base at Katina has been a thorn in Andross's side. This is the last surviving Cornerian outpost in the system. Sensors indicate that an enemy assault craft is approaching the planet—time is running out.



1. CORNERIA

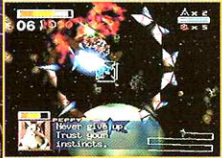
Corneria is home to over 85% of the life forms in the Lylat System, and it's the starting point in the game. The planet is Andross's primary target. If you fail to defend Corneria, the entire Lylat System will fall to Venom's forces.





2. METEO

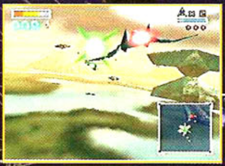
The Meteo planetoid cluster was the staging point for Andross's invasion of Corneria. It's highly probable that the enemy's supply vessels are hiding here, waiting to ambush any Cornerian transports fleeing from the planet.

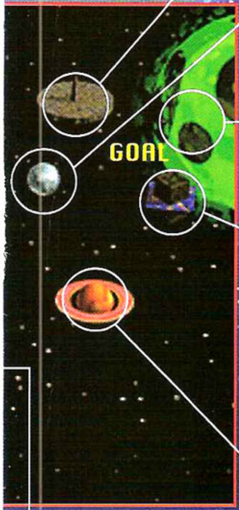


PEPPY
Never give up.
Trust your instincts.

3. FORTUNA

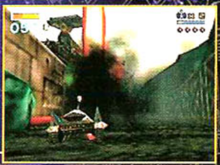
Fortuna was overrun by Andross's invasion force, but you might have enough time to reclaim the base before it's demolished. Sensors indicate that the Star Wolf team is lurking in the area, so keep an eye on your six.





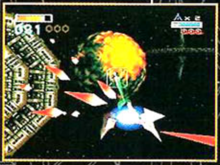
10. MACBETH

The weapons factories on Macbeth supply Andross with the military might to carry out his attack on Corneria. A surprise attack here will cripple Venom's forces.

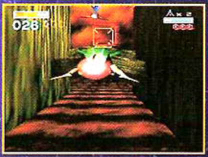


15. AREA 6

Aside from Venom's defense network, Area 6 is the most heavily fortified region in the Lylat System. It's rumored that the enemy has a matter displacement device here.

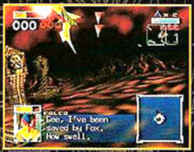


7. VENOM



Depending on how you approach Venom, you'll encounter either Andross or a robotic simian double. Exercise extreme caution—the robotic decoy is just as dangerous as the diabolical genius.

16. VENOM

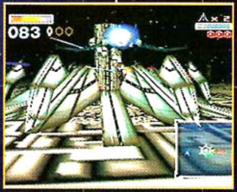


FALCO
Gee, I've been saved by Fox. How swell.

This is the hardest mission in the game. You'll battle the Star Wolf Team on the planet surface before taking on Andross. If you're really good, you might catch a glimpse of Andross's true form.

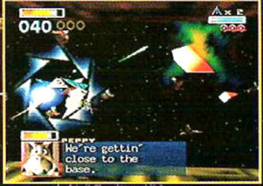
6. BOLSE

Only Venom and Area 6 rival Bolse's defense network. The starbase generates a gravitational force field that doubles as a shield. You'll have to disable the field by eliminating six power generators.



4. SECTOR X

There are conflicting reports on the existence of an enemy starbase in the Sector X Nebula. Scanners indicate that megatons of debris are floating around here. Our scientists suggest that this flotsam may have drifted in through a worm hole.



PEPPY
We're gettin' close to the base.

5. TITANIA

Long ago Titania was the home world of a highly advanced civilization. Now huge sandstorms haunt the planet. Titania's ancient defense network is still active, so it's doubtful that Venom forces are in this forgotten corner of the system.

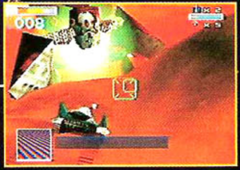


CHART YOUR COURSE

Depending on how you fare in individual missions against Andross's forces, you'll find a variety of paths leading to Venom. With the exception of hidden warps, all of the criteria for reaching the different corners of the Lylat system are outlined in the Star Fox 64 Instruction Manual. Listed below are six potential paths. The top route is the easiest, while the most difficult sequence is shown at the bottom of this page.

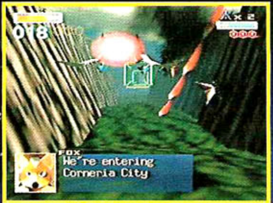
Easy

● 1- 2- 3- 4- 5- 6-7
● 1- 11- 8 - 4 - 5- 6 -7
● 1-2- 3- 4 - 14- 6 -7
● 1-11- 8 - 9 -10 -15- 16
● 1-11- 12- 13- 14- 6 -7
● 1-11- 12- 13- 14-15-16

Hard

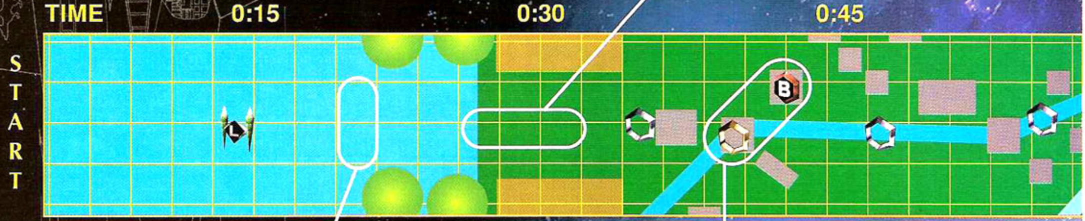
MISSION1: CORNERIA

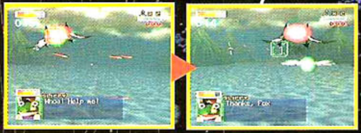
Corneria is a combination of Corridor and All-Range Modes, so rookie pilots will get a feel for all of the Arwing's flight characteristics in the first mission. Peppy is flying in formation off your left wing, and he'll give you important tips as you brush by Corneria's skyscrapers. After you become a seasoned veteran, try to earn a medal by destroying 150 enemy units. If you earn medals on all of the stages in the game, you'll be able to test your skills in the game's Expert Mode.



FOX
We're entering Corneria City

You're inbound on the canyon route to Corneria City. Blast the enemy fighters as they swoop in from behind you, then lock on the Tripods hovering at the end of the canyon. If you execute your moves perfectly, you'll have 21 points when you enter the city.





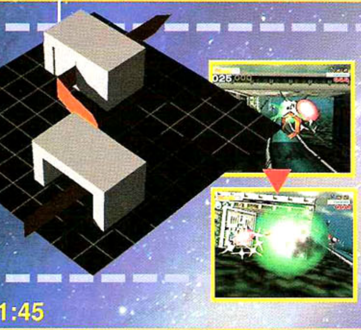
Whoa! Help me!

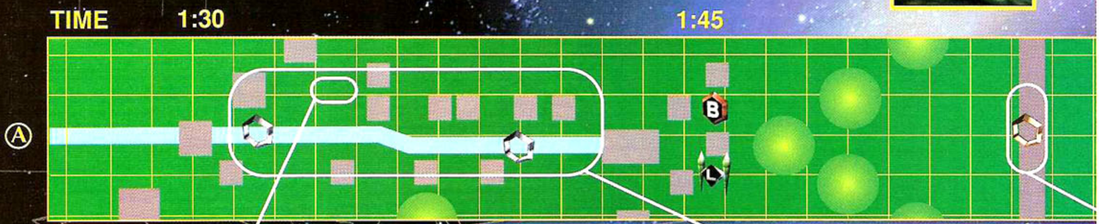
Thanks, Fox

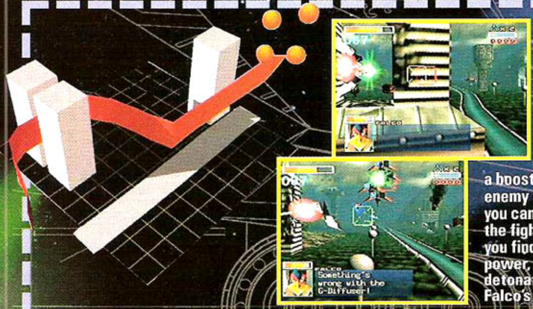
The mission has barely begun and Slippy Toad is already in trouble. Hold the A Button to lock on the enemy fighter and blast it with one shot.

BASH THE GATES

Bash these locked doors with your lasers to collect a Shield Ring and a Smart Bomb. There are additional items hidden behind the other gates in Corneria, but neutralize the enemy defense points before you start grabbing the goods.



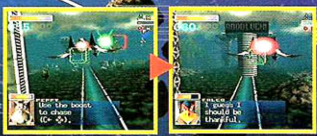




FALCO
Something's wrong with the G-Diffuser!

SAVE FALCO!

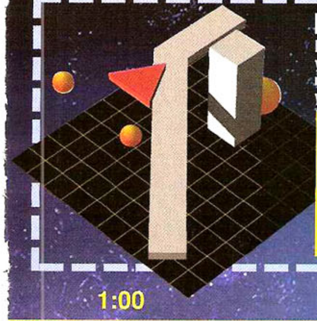
It's essential to keep Falco aloft if you want to reach Sector Y. There are three possible ways to save him. You can use a boost and quickly down the four enemy fighters with your laser, or you can use a lock on and blast the fighters from a distance or, if you find yourself low on booster power, launch a Smart Bomb and detonate it as it closes in on Falco's position.



PEPPY
Use the boost to chase (C+ ✣).

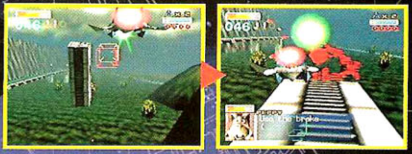
FALCO
I guess I should be thankful.

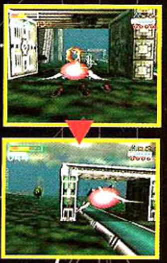
Hold down the A Button to lock on a target. When you press the button a second time, your laser gun will fire a powered-up, homing shot at the target. The resulting explosion will vaporize enemies near the target.



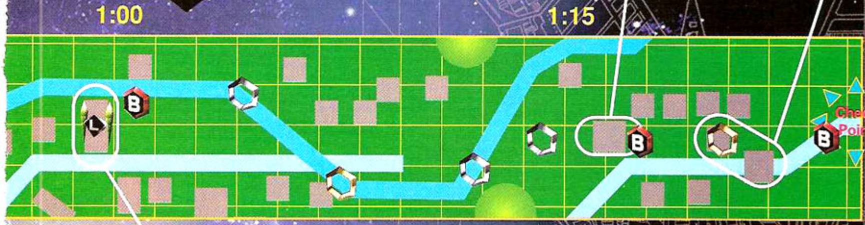
PRIORITIZE YOUR TARGETS

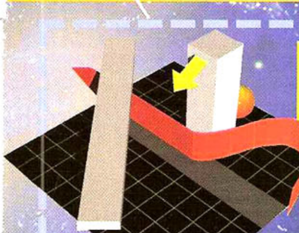
Right about the time Peppy warns you about an enemy on your tail, a Garuda robot will try to bounce a building off your nose. You'll earn a Smart Bomb if you smash the robot before you apply the brakes and take out the pursuing fighters.

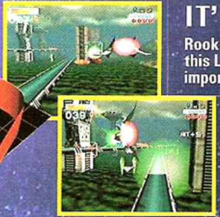




If you blast open the doors here you'll earn a Shield Ring. If you've collected all three Shield Rings so far, your Arwing Shield Gauge will nearly double in length. If you collect another trio of Shield Rings you'll earn a 1-up!

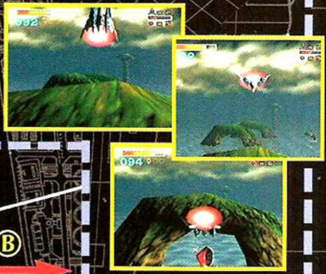


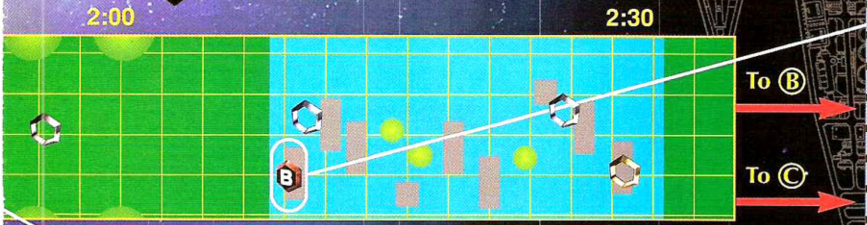




IT'S A TRAP!

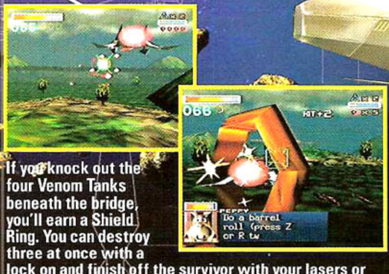
Rookie pilots always dive for this Laser Upgrade, but it's important to blast the Garuda robot first. Use your laser or a Smart Bomb to neutralize the robot before he can push the building on top of the Laser Upgrade.



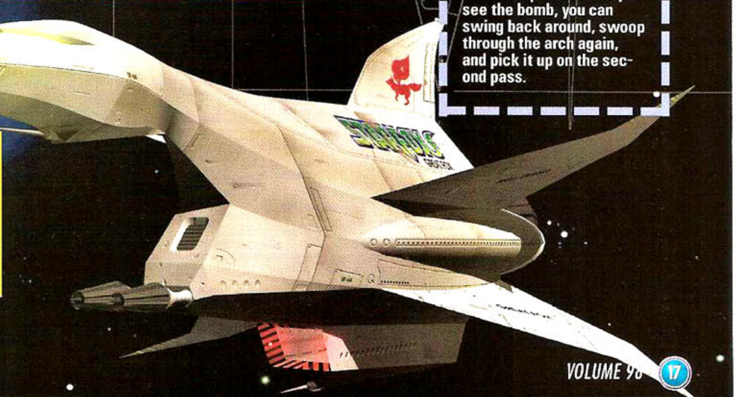


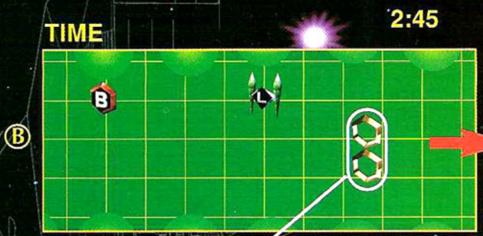
GET A BOMB

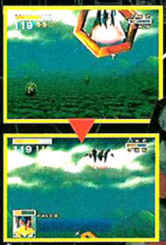
A Smart Bomb will appear here after you fly through this stone arch. If you execute a loop as soon as you see the bomb, you can swing back around, swoop through the arch again, and pick it up on the second pass.



If you knock out the four Venom Tanks beneath the bridge, you'll earn a Shield Ring. You can destroy three at once with a lock on and finish off the survivor with your lasers or launch a Smart Bomb and take out all four at once.



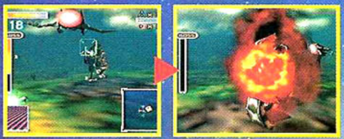




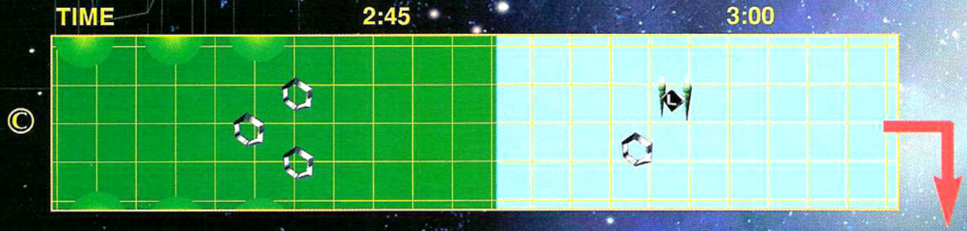
Two Shield Rings are stacked here. You can pick up both by flying through the lower ring before executing a loop back through the upper one.

GRANGA

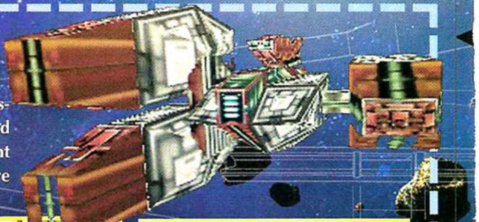
If you fail to rescue Falco or miss flying through one of the arches on the lake, you'll end up confronting Granga at the end of Corneria City. Although Granga is armed with Arwing-seeking missiles, he's a pushover if you knock out one of his legs at the beginning of the battle. Shoot Granga in the back to finish him and complete your mission.



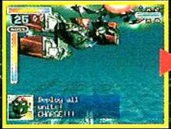
It's easy to defeat Granga if you immobilize him by shooting away his legs. If you finish off the robot fast enough, you'll earn a ten point bonus.



ATTACK CARRIER

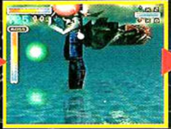


The Attack Carrier has four components, including a fighter hangar, two missile launchers and a main hull. You'll have to eliminate the fighter hangar and the missile launchers before you can damage the main hull. Each component has reinforced armor, so you'll have to shoot them when the bay doors are open. Finish off the hull with a series of laser bursts.

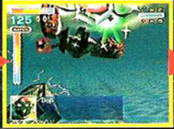


Deploy all units! CHARGE!!!

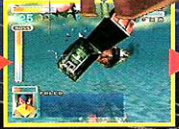
Target the carrier's right hangar bay as the fighters take off to attack you.



If you shoot the fighters after they take off, they'll turn into Supply Rings.



Blast the missile launchers as the missiles are launched at your Arwing.

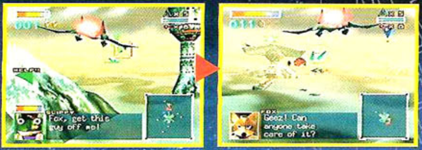


Fire away at the Attack Carrier's hull after the three bays are destroyed.

Who are you guys?

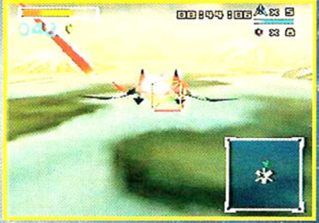
MISSION3: FORTUNA

A time bomb has been planted at Fortuna's base, and it's up to the Star Fox Team to diffuse the situation. Star Wolf and his cronies are defending the airspace around the base. The Star Wolf team's best defense is its looping attack, but if you anticipate the maneuver, you can keep your rivals in your laser sights no matter how much they attempt to worm their way away from you.

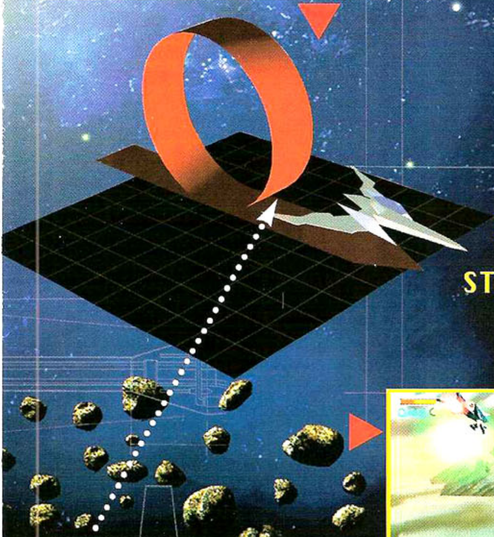


As you engage the enemy over Fortuna, Rob 64 will warn you of a bomb planted in the base. Diffusing the bomb would be a piece of cake if you didn't have to deal with Star Wolf.

LOOPING ATTACK



A loop attack is the best move for turning the tables on a pursuing foe, especially if you're being tailed by one of the pilots from the Star Wolf Team. You can perform loops while playing in any mode.



Whenever you're being pursued by an enemy, try reversing your fortunes with a looping attack. To execute a loop, hit the Booster and pull Down on the Control Stick.

The next destination depends on how you fare against Star Wolf. Either way is more difficult than Fortuna, but the game really heats up if you're victorious.

BATTLE THE STAR WOLF TEAM

Defeat the Star Wolf team

If you defeat the Star Wolf team before the bomb inside Fortuna's base explodes, you'll head for Solar at the center of the Lylat System.

Star Wolf gets away!

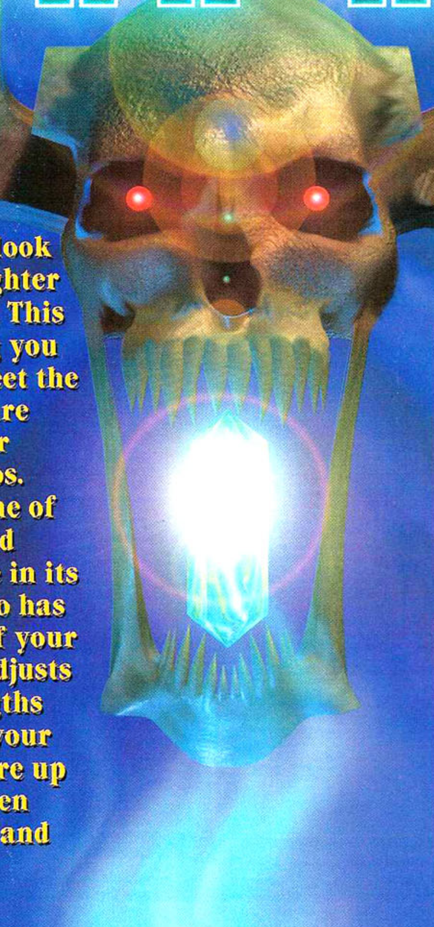
WOLF
Looks like we win today, Star Fox.

If the base explodes before you eliminate the Star Wolf team, you'll move on to Sector X. Expect a rematch with Star Wolf later in the game.

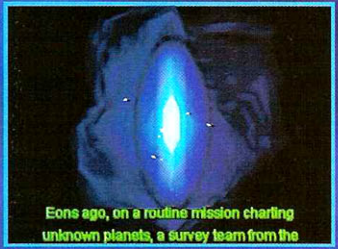
Your basic training is over and you're on your way to becoming an ace. Check out Volume 99's advanced tips and techniques to earn medals and reach Expert Mode.

Slugfest fans, get ready for a new dimension in fun! Step through the rift and experience 3-D tournament fighting at its finest.

DARK RIFT™



We gave you a first look at Vic Tokai's 3-D fighter for the N64 in April. This month, we're taking you into the arena to meet the eight fighters who are destined to battle for control of the cosmos. Besides offering some of the best graphics and control of any game in its genre, Dark Rift also has AI that takes note of your fighting style and adjusts to exploit the strengths and weaknesses of your warrior. Think you're up to the challenge? Then choose your fighter and prepare to prove it!



Eons ago, on a routine mission charting unknown planets, a survey team from the

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KEY TO THE COSMOS

The legend of Dark Rift centers on the powerful Master Key, an ancient artifact that was forged to lock away all the forces and secrets of the cosmos. The key was then divided into Prime Elements, which were sent to separate circles of reality for safekeeping. Two tyrants hold pieces of the key: Sonork Nezom, who controls the Core Prime Element, and the Lord Demon Demitron, who has the Dark Prime Element imbedded in his head. Offering his element as a prize, Sonork is holding a fighting tournament to lure the unknown holder of the Light Prime Element into his dimension. Sonork is so certain that he can defeat this mystery fighter that he's already plotting to use the two pieces of the key to destroy Demitron and take control of the cosmos.

PRACTICE

DAMAGE: 25
TOTAL: 025

DAMAGE: 25
TOTAL: 025

DAMAGE: 25
TOTAL: 270

Dark Rift's Practice Mode lets you learn each fighter's special moves before stepping into the ring for real. If you want to rule the tournament, start here and learn the basics. In this mode, the game shows you which buttons you're pushing as you practice special moves. And if you turn your opponents onto automatic, you'll also see all of their special combinations displayed on the screen. But if you just want to use the other fighters for punching bags, turn off the automatic feature so your opponents won't fight back!

TOURNAMENT

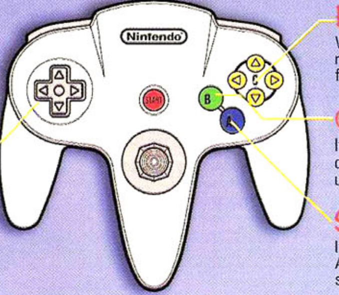
TOURNAMENT
Player 1
58
Player 2
Demonica
Morphix
PRESS START
◄Select►

DEMONICA
MORPHIX
FINAL ROUND
BATTLE
COMMENCE

The Tournament is the main event in which you and the other fighters face off in a quest to capture the Master Key. Before you begin to battle, you can go to the options screen to choose the difficulty setting and the number and duration of the rounds you want to fight with each challenger. During the Tournament, keep in mind that the game's AI will notice patterns in your fighting style and then adjust its moves accordingly.

Take Control

This key will help you understand the moves on the following pages. Note that Control Pad directions are shown with solid arrows, while the C Buttons are depicted with solid circles.



DIRECTION ➡⬆➡⬇

Besides allowing your fighter to move up and down and back and forth, the Control Pad is crucial for making spectacular combination attacks. You can also use the Control Stick for directional control, but we think you'll find the Control Pad easier to play with, especially when pulling off those multi-button combos.

BASIC MOVES ←→↓↑

While the C Buttons can be used in all sorts of really cool combinations, individually they're for punching, slashing, kicking, and blocking.

CLOSE MOVE B

If you can get right up close to your opponent, quickly press the B Button to pull off a particularly cinematic (and devastating) move.

SPECIAL MOVE A

If used in conjunction with the Control Pad, the A Button lets you execute some truly awesome attacks.

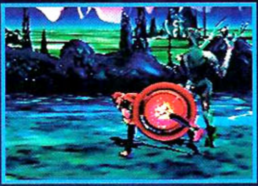
NIIKI

A short, sassy, and somewhat spoiled princess from the Jungle City of Faralon, Niiki ran away from her family's palace to escape over-protective parents. Having absolutely no interest in obtaining the Master Key, Niiki's only competing for the fun of it. Although she's a fierce and highly skilled fighter, Niiki's lack of concern for her own safety may have tragic consequences.

Fighting Style

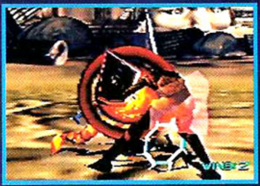
Trained by the best fighters in Faralon, Niiki is a master of Inverse Kinematics, a style that mixes balance and leverage to exploit a competitor's momentum. Besides this skill, Niiki relies on her two spiked rings to slash her enemies down to size.

⬅⬅↓⬇



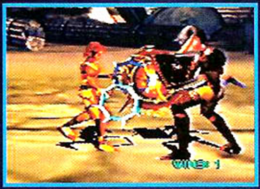
This small but destructive combination is basically a one-handed double slash followed by a quick, low kick. To guarantee that all three blows hit home, be sure to use this combo only when you're close to your opponent.

⬅⬅⬇→⬇↓⬆↓⬆



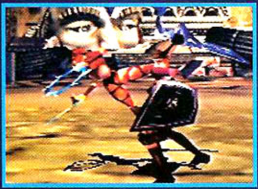
Niiki shows off her acrobatic talents with this five-hit combo. It features a one-handed double slash, then two high kicks, and for the big finale, a two-footed handstand kick to the opponent's head. That's gotta hurt!

⬅⬅⬇→⬇⬇



Niiki's six-hit combination will leave even the mightiest fighter begging for mercy! Execute two mid-level slashes followed by a high right kick, a high left kick, and finally, two fast slashes to the face.

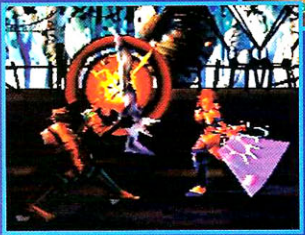
⬇⬇⬇→⬇↓⬆↓⬇



If they're still not crying uncle, try using this massive series of moves: a high partial-spin kick, followed by a full spinning kick, a one-legged back kick, a high slash, and another high kick. It's the piece de resistance!

Fighting As Niiki

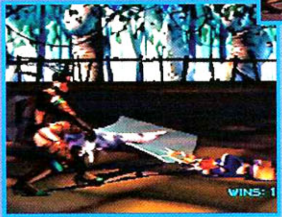
Because Niiki has been trained in a style that places more importance on quickness and agility than it does on muscle power, you'll need to use those two abilities to your advantage. Try using combinations that include lots of high and low kicking and fast series of slashes. The real key to winning with Niiki is to keep her moving around the arena. If you move too slow and get caught flat-footed, you may lose the fight.



One of Niiki's best moves is her ability to lock her opponent between her knees while performing a two-handed back spring. The other fighter will fall flat on his or her back while Niiki dishes out another dose of pain and punishment.

Fighting Against Niiki

Niiki is one of the most difficult competitors to contend with. Her amazing speed should be your chief cause for concern. Whatever you do, never back down from a close confrontation with Niiki. If you simply try a smash-and-dash technique to defeat her, she's likely to strike back even harder when you run away. Instead, try to battle swiftly and simply, falling back on low blocks for defense. You can use small combinations against Niiki, but forget about using your A Button: The special attacks that it offers are not going to be much help against a fighter this fast.



Because she loves to take your feet out from under you, the best way to defend against Niiki's swift attacks is to use lots of low blocks. If she makes a really acrobatic move, try to spoil it with a block and then pop up and pummel her!

SCARLET

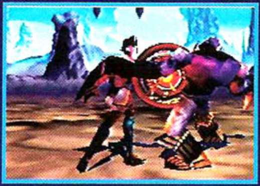
Scarlet Zerai was once the official custodian of the Core Prime Element, but she lost her post when Sonork decided that women were unfit for such a lofty position. Declaring herself Empress of the Chosen Ones, Scarlet hopes to best the other competitors and finally take revenge on her former boss. Being a big fan of classical weapons, this female fighter is fond of using both a long sword and shield to defeat other fighters.

Fighting Style

Unlike Niiki, who relies on speed and agility to undo her opponents, Scarlet uses a methodical style and her amazing strength to wear down adversaries. And though she may move a bit slowly, she's certainly no shrinking violet on the battlefield.

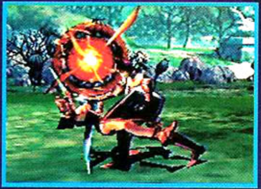
⬅⬅⬅⬇

A short and extremely sweet combination, this sequence begins with two sword slashes to the left, followed by one fast slash to the right, and finally, a massive straight-legged kick just for good measure.



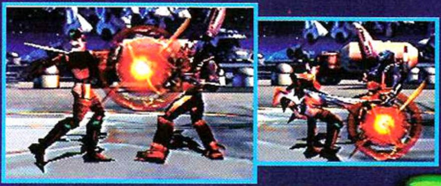
⬅⬅⇩⬅⬆B

This combo is another slashfest for the sword-wielding warrior. It starts with two overhead slashes and a low slash, continues with two more overhead slashes and a low slash, and finishes with a high slash to the head.



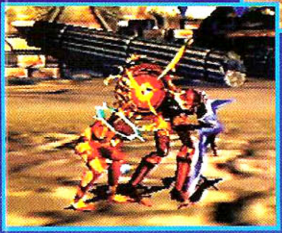
⬆⬆⇩⬅⬆⬆⇩⬅

Want to see Scarlet's savage side? Just check out this combo: Two fast slashes, one low slash, a brutal overhead slash, and then an incredible sword thrust to the chest that leaves her opponent groaning on the ground!



Fighting As Scarlet

First, you'll have to use Scarlet's considerable strength to make up for her rather plodding pace. Instead of backing away from difficult confrontations, try to keep Scarlet in the thick of things, using her shield to keep her combatants at bay. If you're good at blocking, her lack of speed won't be a problem. Also, employ her simple A Button combinations to do some quick and devastating damage.



Tapping the top C Button three times will create a simple triple slash that will send your opponent diving into the dust. It may not always work in the higher rounds of the tournament, but it's usually very effective.

Against Scarlet

As we've noted, Scarlet moves around the arena more slowly than most of the other fighters. You can exploit this shortcoming by striking her fast and then quickly backing away. You'll also notice that she keeps her shield up a good deal of the time. Don't try to attack her when she's in this guarded position or you'll to miss with most of your blows and end up earning the serious end of her sword. Instead, wait until she lets her defenses drop (usually when she's moving) and then go at her with everything you've got.

AARON

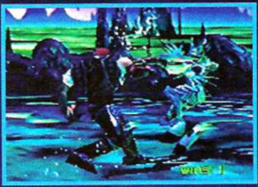
With the planet Earth in ruins—the result of savage and protracted wars—Colonel Aaron Maverick of the Colonial Commando Special Task Force has been ordered by his superiors to enter the tournament. As an explosives and weapons expert, Aaron believes he can beat the other competitors, win the Master Key, and use it to restore peace on his planet.

Fighting Style

A highly-skilled soldier, Aaron is comfortable with both short- and long-range styles of combat. Up close, he likes using his MFG-16's double-bladed bayonet for slashing his foes, while at a distance he relies on his massive weapon's firepower.

← ← ↑ ↑ → ← → ←

This first combo finishes with Aaron's favorite flourish. Beginning with a mid-level bayonet swing, it continues with a low swing, a bayonet thrust to the chest, an uppercut thrust, and finally, two reverse elbow blows.



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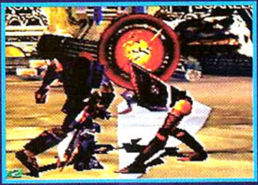
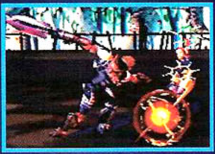
Aaron's next combo is similar to the first but with a little more kick. Here's the sequence: An overhand swing, followed by a spin kick, a low swing, a mid-level thrust, an uppercut thrust, and, of course, two crushing elbow blows.



↑ ↓ → ↑ ↑ → ← → ←

Use this series of moves to strike fear in your opponents: An overhand swing, a mid-level spin kick, a low swing, a bone-crunching bayonet thrust, an uppercut swing, a really cool pair of low kicks, and a reverse elbow to boot!



Fighting As Aaron

Aaron has a terrific assortment of attacks at any distance, so try mixing up his many moves, and vary his position around the arena. If your opponent comes up close, use lots of big bayonet thrusts and swings, and if you can get toe-to-toe, use the B Button to skewer the competition. If you should find yourself with a little extra breathing room, make good use of your gun's ammunition, and be sure to lob a load of grenades.

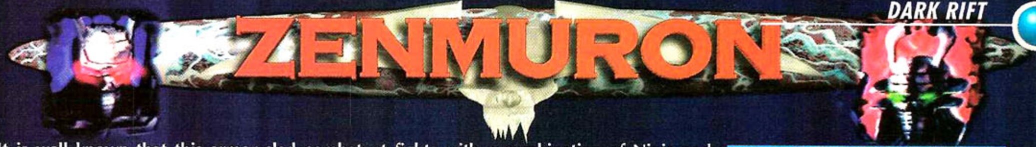
AARON
DEMONICA

Colonel Aaron Maverick is, quite simply, the ultimate soldier. He can use his armored body as a weapon, swing a huge bayonet like a baseball bat, and use his extensive training in explosives to make his enemies sizzle!

Against Aaron

If you want to beat this savage soldier, you'd better keep him on the defensive by using a series of quick combinations. Just don't get in too close or he'll grab you and skewer you like a shish kabob.

ZENMURON



It is well known that this armor-clad combatant fights with a combination of Ninja and Samurai styles, but his origins are a matter of speculation. Although Zenmuron's motives may forever remain a mystery, you can expect plenty of fast kicks and swordplay from him. Be forewarned: this fighter has finished off every adversary he's ever faced.

Fighting Style

While Zenmuron is extremely adept at using his Samurai sword to slice and dice his enemies, he's equally skilled at using his legs as lethal weapons. His opponents had better know how to block, because his kicks just never stop coming.

←←↓↑

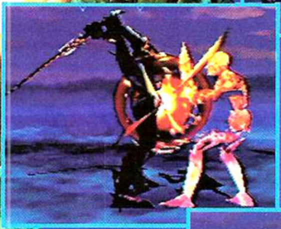
This easy sequence will begin to give you a feel for Zenmuron's unique style of swinging a sword. It involves a slash to the left, a high slash to the right, and a two-handed thrust to his unfortunate foe's midsection.

←←↑↓↓↓→↓↓

His next combo has lots of steps, but it'll reduce your enemy to a blithering mess. Do a slash to the left, then a high slash to the right, an overhead chop, and an excellent series of five kicks that has to be seen to be believed!

Fighting As Zenmuron

If you choose to play as Zenmuron, you'll need to master both his sword swings and his martial arts moves. Instead of simply slashing away at the your opponent, combine swift swordplay with a series of well placed kicks. If you can keep this pattern up, you'll have no problems putting an end to your enemy.



Zenmuron's massive sword swings will often be effective against his enemies, but if a fighter begins to block his blows, throw in a kick or two to counter the defensive moves. In other words, you should kick him when he's down.

←←↑↓↑B

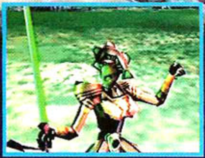
This is arguably the best combination in the game. Start with the previous combo's first four moves, then add a spinning overhand slash, a two-handed reverse thrust and an over-the-shoulder throw of the impaled opponent.

Against Zenmuron

When battling any warrior who fights as fast as Zenmuron does, you're going to need tremendous blocking abilities. Try to keep up with his lightning pace and alternate between high and low defensive positions. Hold out until Zenmuron lets his guard down for at least a few moments—that's when your fighter can regain the upper hand. Always be prepared to fall back and block, though.

You should either stay a safe distance back or block when Zenmuron starts swinging his sword or kicking up dust. Then, while keeping just a small gap between the two players, move in and give Zenmuron a taste of his own medicine.

EVE



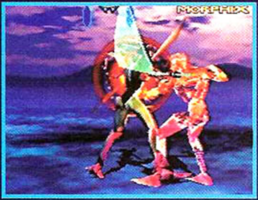
Once a scientist of Sonork's, Eve was mortally wounded when the tyrant launched an attack on her lab. Having transferred her consciousness into a droid, Eve is now fighting to win the Core Prime Element, and restore her body to its proper form.

Fighting Style

Like those fabled musketeers, Eve uses an elegant fencing style that's almost as fun to watch as it is to perform. She may be the one competitor who proves that a good fighting technique is much more important than massive muscles.

←←↑←←↓↑←↑

This artful combination of fencing moves goes by so fast that it's almost impossible to follow. Its best features are a sensational series of Zorro-like slices and a finishing upward slash that knocks your opponent off his or her feet.



Fighting As Eve

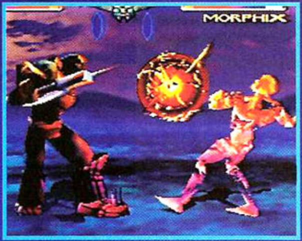
To make Eve an effective competitor, you must learn to deftly perform all of her numerous combinations. And forget about mixing her terrific fencing skills with fancy kicks; they will only weaken her chances of winning the fight. Also remember that Eve has excellent range with her weapon, so don't make the mistake of moving in too close to thwart her enemies.

Against Eve

If Eve is being played by the computer, she's bound to be in a blocking position for much of the battle. If she's blocking low, simply go at her with overhead shots. If she's blocking high, you should fall back on low slashes.

GORE

Representing his home planet Dorlon, Gore believes that the Core Prime Element rightfully belongs to his people. He plans to prove his position with his massive battle-ax and the pure might of muscle. He uses his mighty bulk to great advantage.



Fighting Style

Although he's a bit of a lummox, Gore more than makes up for his lack of finesse by employing brute force. Being so strong, the weighty warrior can usually do more damage with one blow than his competitors can do with two or three hits!

←←→←

Gore's short sequence of savage ax slashes must be very well timed to succeed. Try pressing the buttons at different speeds to determine the pace that works best.

Fighting As Gore

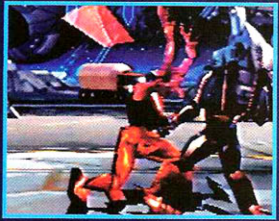
Gore can take a lickin' and keep on tickin'. Even if it looks like he's down for the count, he can easily come from behind and win the battle as long as you use his powerful combos to pound the competition.

Against Gore

Gore's weak spot is definitely his slow style of fighting. If you don't want to be hacked into kindling, use your character's speed to land a few fast blows, then back away or block to avoid getting clobbered.

DEMONICA

Demonica, at the bidding of her evil master, the Lord Demon Demitron, hopes to fight Sonork for the Core Prime Element and take it back to the Dark Dimension. While she may not easy on the eyes, she's more than a match for any warrior.



Fighting Style

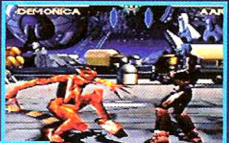
One of the game's few fighters who doesn't use a conventional weapon, Demonica will rely primarily on her long fingers to take the tournament. And because of her poor posture, she's fond of shredding her opponents from a crouching position.

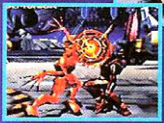
←←↑←↓↑

This sequence will have Demonica's claws slashing at her competitor from just about every direction. No matter which warrior she's fighting, she can cut them to the quick.

Fighting As Demonica

Demonica has an extremely limited range, meaning that she has to stay in close to the other combatant in order for her claws to make contact. This may leave her vulnerable to some attacks, but blocking low should help.

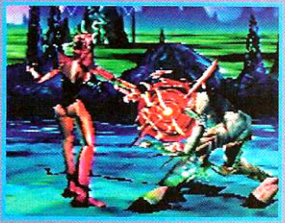




Close Demonica in on her opponents and just keep those speedy combinations a-comin'!

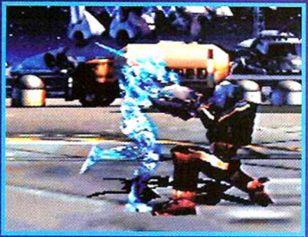
Against Demonica

Demonica likes to lie low and block a lot, so be sure to use plenty of overhead slices to get around her defenses. Also, take advantage of Demonica's limited range by launching some attacks from a distance.



MORPHIX

Dark Rift's most dynamic and enigmatic combatant is rumored to be both from the Light Dimension and the keeper of the Light Prime Element. While we're not telling, we will say that Morphix has some of the most amazing moves we've ever seen!



Fighting Style

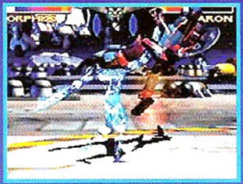
Since Morphix appears to be a being of pure energy, he can transform and move his body in some really wild ways. His agility is almost unequaled, his arms can become brilliant blades of light, and his spins are simply out of this world!

←←←↑←

With blinding speed, Morphix changes his arms into blades and makes a chop left, a chop right, a two-handed overhead chop, and a two-handed scissor slash to undo his challenger.

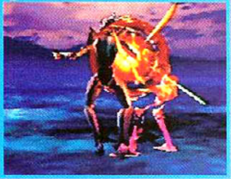
Fighting As Morphix

Morphix has many long and effective combos but some of his best moves are created with just a couple of taps of the C Buttons. Try practicing some of these simple sequences of kicks and slices, and master his amazing propeller spins, too.



Against Morphix

Morphix likes to use long and tough combos on his opponents, but after he's finished, it takes him a while to recover his strength and make his next move. That's when you need to seize the moment and strike.



INTERNATIONAL SUPERSTAR SOCCER 64™

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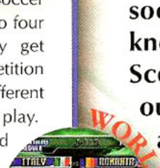
Konami rolls out a lifelike world of diverse soccer challenges that'll knock you off your feet! The tense second-half Scenarios are ISS 64's kickiest feature, and, with our power plays, we'll coach you on completing and beating the superstar soccer situations.

The World at Your Feet

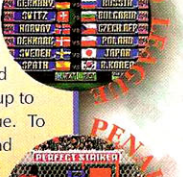
ISS 64 takes on a world of soccer challenge by allowing up to four gamers to simultaneously get their kicks either in competition or cooperation in the six different modes of superstar game play. You can also sit back and just play spectator (without the fear of hooliganism, even!) in CPU vs. CPU mode. If you'd rather play the field, try your hand (and feet) at the 70-game matchup to conquer the World League. To hone your goalkeeping and scoring skills, hustle over and aim, lob, chip and keep your eye on the ball in the Penalty Kick showdown. Or try to strategize a winning offense to coach your team to victory and close the final heated chapter in the high-pressure mid-game Scenarios. And, you'd better get some field play, free kick and corner kick practice in Training mode, too, because ISS 64 sports fancy footwork and tricky maneuvers that would even trip up Pele!

WORLD LEAGUE
ITALY
FRANCE
GERMANY
SWITZ
NORWAY
DENMARK
SWEDEN
SPAIN
ROMANIA
CROATIA
RUSSIA
BULGARIA
CZECH REP
POLAND
JAPAN
R.KOREA

PENALTY KICKS
PERFECT STRIKER

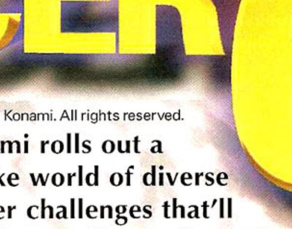

SCENARIO
SCENARIO SELECT
GERMANY
CZECH REP
GERMANY

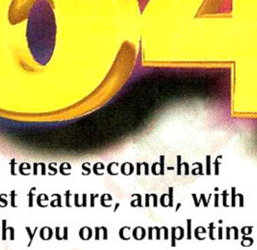
Cup at stake. GER goal down.
on defensive. GER with FK



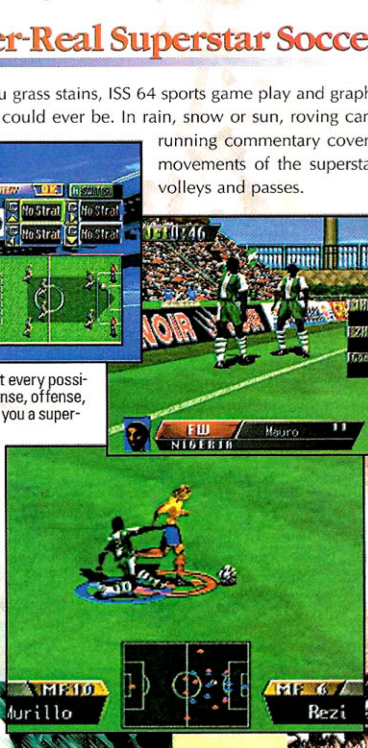
Super-Real Superstar Soccer

Short of giving you grass stains, ISS 64 sports game play and graphics that are as real as they as could ever be. In rain, snow or sun, roving cameras and running commentary cover the fluid movements of the superstars' kicks, volleys and passes.


ARGENTINA
Set strategy
STRATEGY
No Strat
No Strat
No Strat
No Strat
No Strat
AtDF
AtDF
CTAtk
PressUp
SDAtk
ZnPress
Counter
OSTrap

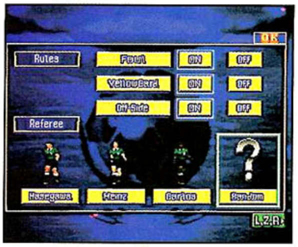

FW
NIGERIA
Mauro

ISS 64 rolls out almost every possible soccer move, defense, offense, and strategy to make you a superstar. At the push of a button, you can instantly align your players into any of the game's eight strategies. Captain your team into one of the 16 tactical formations, or go for the "total soccer" strategy and play it by ear, feinting, slide tackling, and wall passing your way to victory.


MF 10
Murillo
MF 6
Rezi

You Make the Call

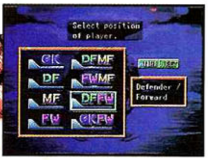
Choose one of the three referees depending on how aggressively you like to play. Hasegawa always pulls a red card on a foul, so be on your best behavior if you choose him. At the opposite end of the field is Carlos, who's more lenient and tends to tout the yellow card. For a ref who's in between, select Heinz.

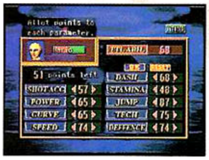

Rules
Foul
ON
OFF
YellowCard
ON
OFF
Off Side
ON
OFF
Referee
Hasegawa
Heinz
Carlos
Random
?
L.Z.R

Building the Perfect Team

You can create up to 24 customized kickers to build your own personal dream team. Plus, with the Control Pak, you can save them and recruit them for another day. You can build your player from the feet up and determine everything from his speed, power, technique, stamina and appearance.

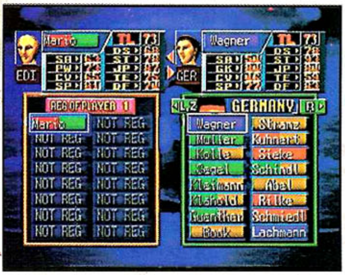
Creating a Player


Select position
of player.
GK
DFMF
DF
FWMF
MF
DFFW
FW
GKFW
Defender /
Forward


Allot points to
each parameter.
51 points left
SHOTACC 57
POWER 65
CURVE 65
SPEED 74
DASH 68
STAMINA 48
JUMP 87
TECH 75
DEFENCE 74

Create Player lets you invent your own superstar. Choose his position, allot a set number of points to boost his abilities, then take him to the head gallery and choose from 32 different faces to give your player world-class looks that are strikingly similar to super strikers ranging from Carlos Valderrama to Ruud Gullit.

Registering a Player


Mario
TL 73
EDI
Wagner
TL 73
GER
REG OF PLAYER 1
Mario
NOT REG
GERMANY
L.Z
R
Wagner
Strunz
Muller
Kuhnert
Kohle
Steke
Segel
Schindl
Kleimann
Abel
Klsnold
Rilke
Guenther
Schmiedl
Bock
Lachmann

After you've created your players, you can draft them into any of the 36 teams at the Team Reg Player screen. Select the team you'd like your player to join, then replace a team member with your superstar. All 16 team members are replaceable, so you can custom-build an entire team.

International Statistics

While the players in ISS 64 are fictional, they are based on actual FIFA kickers. The international superstar teams boast similar abilities and skills as their real life counterparts, and, compared to recent FIFA stats, ISS 64's teams rank realistically, too.

TEAM	RANK	OFF	DEF	TOTAL
BRAZIL	1	98	94	96
GERMANY	2	91	95	93
FRANCE	3	85	89	87
COLOMBIA	4	88	80	84
CZECH. REP.	5	85	84	85
DENMARK	6	79	77	78
RUSSIA	7	83	84	84
SPAIN	8	81	84	83
HOLLAND	9	92	80	86
ITALY	10	87	98	93
MEXICO	11	81	82	82
ENGLAND	12	90	89	90
PORTUGAL	13	81	79	80
NORWAY	14	78	75	77
BULGARIA	15	91	77	84
ROMANIA	16	84	79	82
SWEDEN	17	80	79	80
U.S.A.	18	71	81	76
S. AFRICA	19	80	77	79
JAPAN	20	61	71	66
ARGENTINA	21	89	83	86
CROATIA	22	89	71	80
SCOTLAND	23	78	83	81
TURKEY	24	75	63	69
AUSTRIA	25	67	74	71
GREECE	26	61	77	69
IRELAND	27	75	79	77
BELGIUM	28	73	69	71
URUGUAY	29	84	80	82
R. KOREA	30	63	59	61
SWITZ.	31	85	89	87
POLAND	32	73	70	72
CAMEROON	33	75	63	69
NIGERIA	34	90	78	84
N. IRELAND	35	71	75	73
WALES	36	73	72	73

RANK	Based on actual FIFA statistics
OFF	ISS 64 offensive ability
DEF	ISS 64 defensive ability
TOTAL	Average score of OFF and DEF

Closing the Book on 16 Scenarios

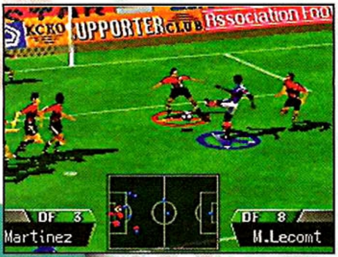
It's deep in the second half of the game. Your team's down by one point, but you have a chance to tie the game with a corner kick. Even-Steven is boring scoring, so the heat's on you to sink two goals. Time's slim, making it tight to fit in a second goal, so you'll have to devise the best offense to vindicate your team. ISS 64's Scenario feature drop kicks you into the middle of 16 tense second-half game situations like this to pressure your coaching skills. Each Scenario varies in difficulty, and with our specially-made 3-D soccer diagrams, we'll coach you through eight of the more unusual ones.

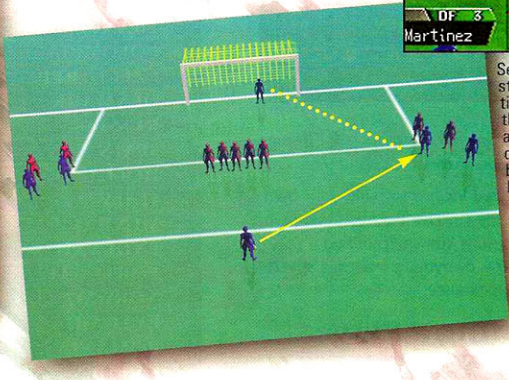
PASS →
SHOOT ••••••
★★★★★★
1 ⟷ 6
EASY HARD

Scenario #2

Last Minute Tie-Up ★★★

France was set to take home the trophy when Spain scored a last minute goal. The score's now 1-1 with less than 30 seconds remaining in the game. France has its chance to strike back with a free kick, but any attempt at lobbing the ball into the goal will surely be dashed. Carefully plan your passing strategy, or Spain will steal your ball, and, most likely, your victory.





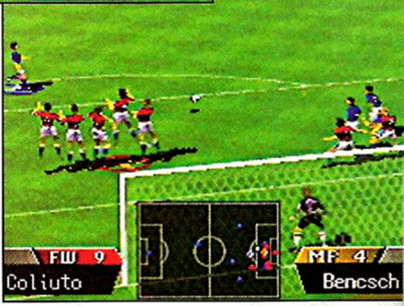
Set your team into an All-Offense strategy and cue up a 3-3-4 formation to structure your team with three defenders, three midfielders, and four forwards. Your team's defensive abilities will be vulnerable, so keep possession of the ball by carefully passing it to your teammate on your right. When he intercepts it, quickly shoot it into the goal.

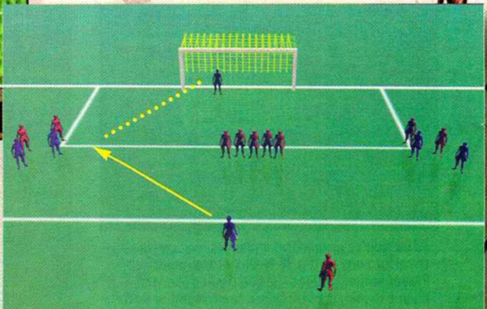
Scenario #3

Italy Gets the Boot ★★★★

It seemed like a good idea at the time, but now the Italian team's kicking itself for playing with its main force in reserve. Overlooking the Czech Republic's soccer savvy, the misguided tactics are costing them the game, and now, with 49 seconds to overcome the 1-2 score, Italy needs to pull off this free kick. Ready your players into an All-Offense strategy and a 3-3-4 or 3-2-5 formation. By increasing your striker power, you'll have a better chance at driving the ball to the goal after your free kick.

MF 6
Sinone
DF 2
Suchy



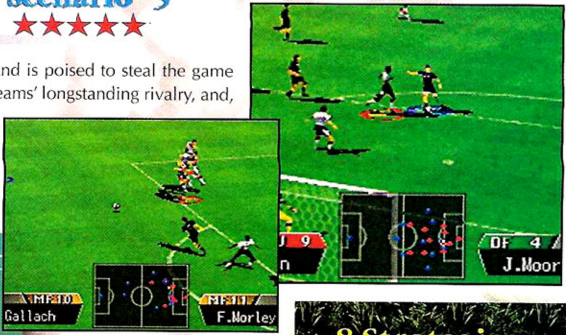


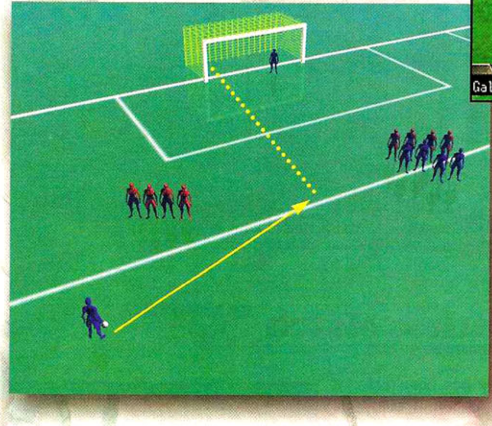
Boot the ball to your teammates on your left. Both are being marked by an opponent, but if your teammate can trap the ball, he can lob it into the goal. You'll have to follow up aggressively to score another goal to overtake the Czech Republic, since the final whistle will be only a few dozen seconds away. Slide tackling and one-two passing should help Italy blaze across the field to chip in another goal.

The Battle of Britain

Scenario #5 ★★★★★

England may have brought soccer to the world, but Scotland is poised to steal the game away from the limeys. The "Battle of Britain" reignites the teams' longstanding rivalry, and, in this round of the feud, the English are about to win. The war has wound down to its final minute-and-a-half, and it's your turn, with a free kick, to lead the Scots on a strike to undo a two-point deficit.

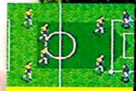




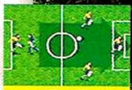
Help the Scots save face by scoring with the free kick. Before taking the shot, however, arrange your team into a 2-4-4 or 2-3-5 formation and scrimmage with an All-Offense or Side Attack strategy. Set the dead ball back into play by lobbing it to the middle of the penalty box's 18-yard line. Quickly speed a teammate to intercept the ball, then head or volley it into the goal.

8 Strategies

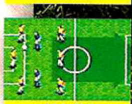
ISS 64 offers eight strategies for your team to execute, including Center Attack, Offside Trap, Zone Press, and Counterattack. Some of the more effective strategies include All-Offense, which charges your team toward the goal; Side Attack, in which your wings flank the field, while the striker runs the middle; All Defense to protect your goal; and Press Up, in which retaliating players charge the offense into retreat.



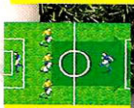
ALL OF



SD ATK



ALL DF

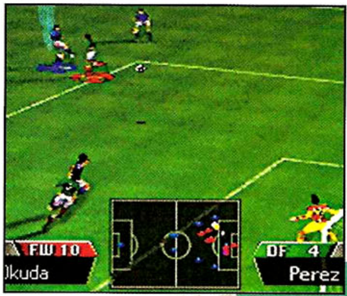


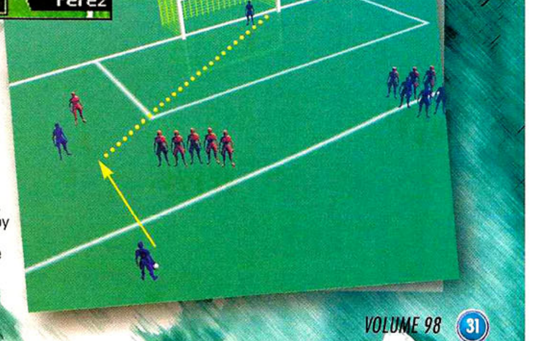
PRESS UP

East Meets West

Scenario #10 ★★★

Mexico outranks Japan by more than 10 points in both offensive and defensive power. The score is 1-2 in favor of Mexico, but Japan has just begun to storm back with its second wind. Captaining the underdogs, you have over three-and-a-half minutes to turn the tides in Japan's favor. The Mexican team's made up of formidable players, so assign your best men to mark the most dangerous strikers.





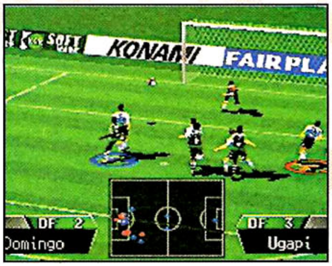
Mexico may have a superior offense and defense, but you can even the odds by arranging an All-Offense attack and a 4-2-4 formation. With your halfbacks playing both offensively and defensively, the formation evenly bolsters your field coverage by providing essentially six defenders and six offenders. For your free kick, pass left, then shoot for the goal's far post or lob the ball to an open forward.

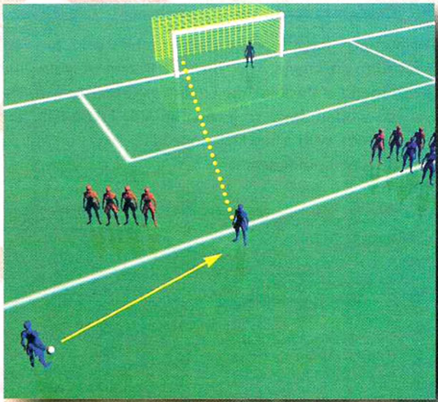
At the Last Second

Scenario #11

★★★

Nigeria is putting Argentina's reputation on the line. Ranked an unlucky 13 notches below the hotshot Argentine team, the Nigerian team has managed to counter its opposition's every move. The African team's efforts have tied the match up, and, in a mad rush, a harried Argentine player fouls up a Nigerian. The resulting free kick's your chance to conquer Argentina, and with only 12 seconds left, you'll have to be the perfect striker.


KONAMI
FAIR PLA
DF 2
Domingo
DF 3
Ugapi



Steal the win by setting up an All-Offense strategy and a 3-3-4 formation. Pass the ball to the lone forward waiting in front of the penalty area. If he quickly dribbles, then takes his shot, he may be able to knock the ball past the goalie. If the shot's deflected or intercepted by the goalie, you'll have four strikers in formation ready to steal the ball.

Make Your Mark

To prevent hotshot opponents from stealing the ball or running freely across the field, assign a player to mark them. By comparing team rosters, you can strategically cover your opponent with the player whose talents are best suited to counter your foe's abilities.

Pick player to mark.
L,Z & R Buttons show the opponent roster.

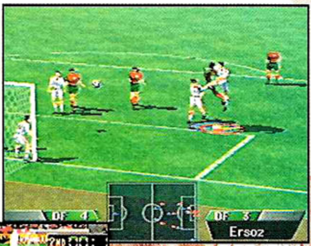
Pick player to mark.

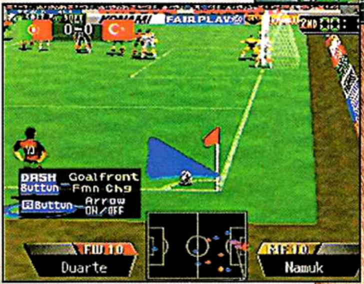
The Pointless Match

Scenario #13

★★

Neither Portugal nor Turkey has been able to score in this somewhat even matchup. With less than a minute to break the goose egg in the 13th Scenario, the dominant Portuguese team earns a corner kick. Fortunately for Portugal, its players still have plenty of energy for a team this deep into a game. Scoring from the set piece will definitely revitalize both their energy and spirits.


DF 4
DF 3
Ersoz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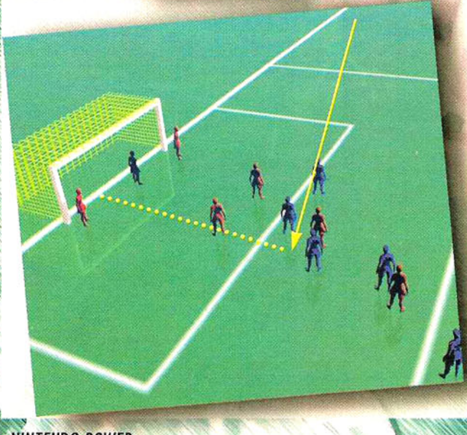
Goalfront Fmn Chg
Button
Arrow ON/OFF
FW 10
Duarte
MF 10
Namuk



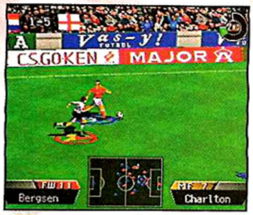
Corral your team into a 3-3-4 formation and hit the Down C Button (Dash) to realign the strikers who are stationed around the goal. When the Turks aren't marking your players, pass the ball to your teammate at the center of the 18-yard line—he can head or volley the ball into the goal. If he misses, charge, because the chaos can confuse your opponents into sinking the ball into their own goal.

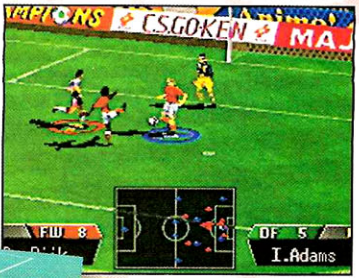
The Six-Star Shootout

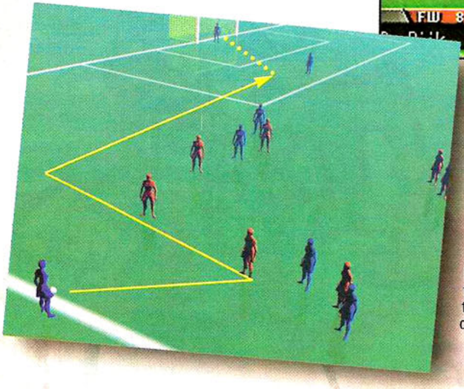
Scenario #14

★★★★★★

In the only six-star Scenario, ISS 64's toughest soccer situation pits your Dutch team against the English. Holland trails by three points, and, with less than a minute-and-a-half left, there's barely enough time to catch up (let alone catch your breath). England just kicked the ball out of bounds, and your throw-in could bring Holland a step closer to stomping past England. To score three more goals, however, will be an uphill stomp.



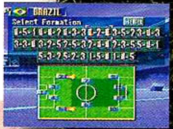


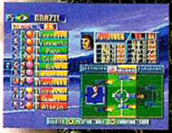


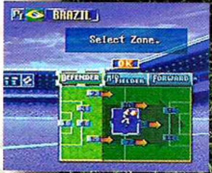
To score big in the final seconds, you'll have to boost up your offense. Push your team into the front zone, coordinate a 4-2-4 formation, then toss the ball to the midfielder directly in front of you. Run the halfback parallel to the sideline, then have him dash into the penalty box. Pass to a striker who can head the ball down into the goal or try shooting the ball into the corner of the goal.

Field of Schemes

To break through your opponents' cleverly orchestrated tactics, you'll have to fine-tune your strategies. Whip your entire team into shape with any of the 16 tactical formations, move individual players to place them in an unguarded sweet spot, or focus on a specific zone to shift your line of fullbacks, halfbacks and forwards.





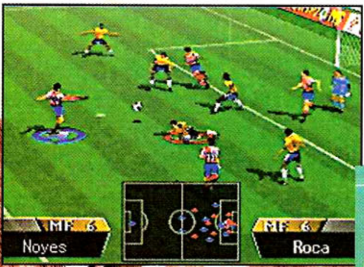


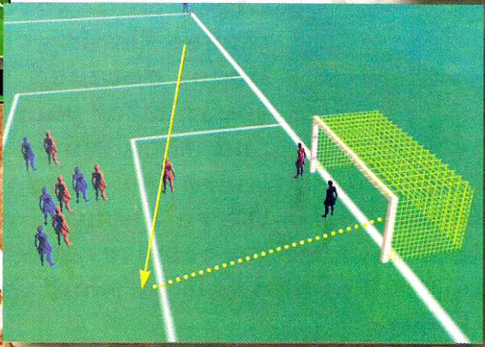
The U.S. Vs. the Best

Scenario #16

★★★★

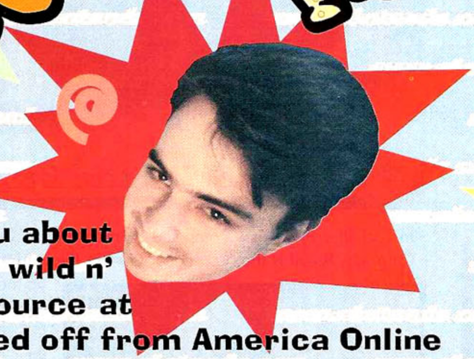
In real life, Brazil has competed in more World Cup finals than any other team. Currently, Brazil is the best soccer team in the world, and ISS 64 has fittingly souped up the superstars to reflect their proficiency. Overcome by the best, the U.S. players are down by three, but their corner kick can narrow the gap to earn them bragging rights.



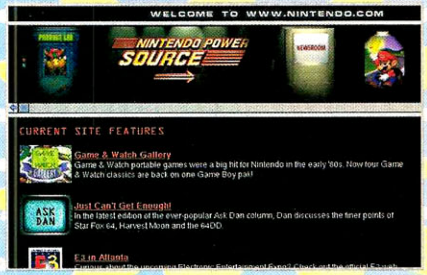


Brazil's offense and defense can easily steamroll over any team, so fortify an All-Offense and All-Defense roadblock to slow them down. A 4-3-3 formation will also keep the ball rolling for the Yanks. To score with the corner kick, spin the ball into the goal with a banana kick. If you can't dole out the inswinger, knock the ball to the goal box, then volley it into the corner of the goalmouth.

AMY & TRAV'S Online ADVENTURE



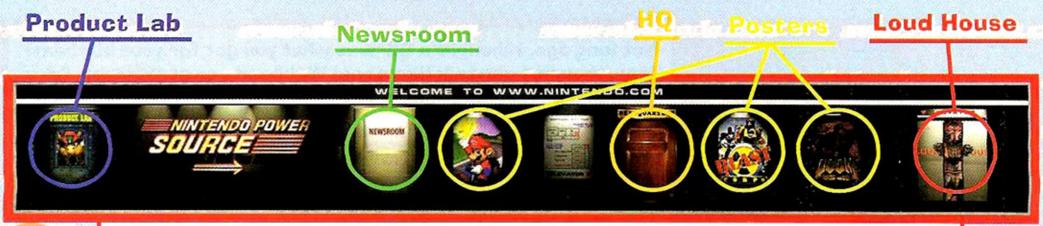
Heyez! NOAAmy here, telling you about the latest developments in the wild n' wooly world of Nintendo Power Source at www.nintendo.com! Since we signed off from America Online earlier this year, we've added tons of new stuff to our Web site. An E-Z search engine in our Classified Information Code Bank makes finding cheats and tricks a snap. Huge, detailed strategy sections help you master your favorite N64 game. Oh, and then there's live chat, hosted by yours truly and my able pal, NOATravis! We're always improving and upgrading our site, too. So surf on over to www.nintendo.com. You can even drop us a line and tell us what you think. It's as easy as clicking a mouse!



Game & Watch Gallery
Game & Watch portable games were a big hit for Nintendo in the early '80s. Now four Game & Watch classics are back on one Game Boy pak!

Just Can't Get Enough!
In the latest edition of the ever-popular Ask Dan column, Dan discusses the finer points of Star Fox 64, Harvest Moon and the 64DD.

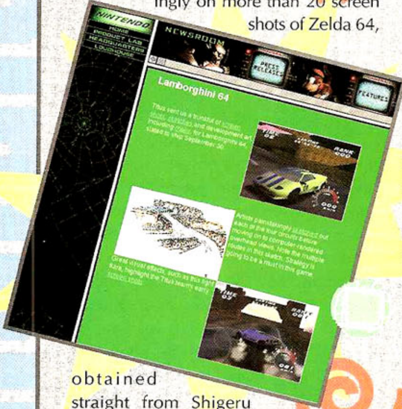
E3 in Atlanta
Curious about the upcoming Electronic Entertainment Expo? Check out the official E3 web

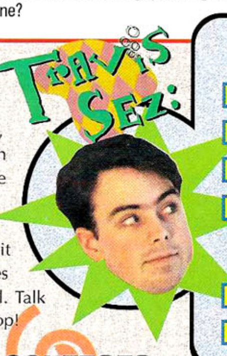


Welcome to the home page of www.nintendo.com, where it's OK to bash your way through closed doors without knocking! For the latest product info, enter the Product Lab. The Newsroom is your inside source for news you can use. If you want to contact yours truly, push your way into Nintendo Headquarters! Clicking on the game icons will whisk you away to strategy guides and reviews. As for that fearsome guy running the elevator, he's your escort to Power Source's world-famous Loud House. Going down, anyone?

NEWSROOM

After logging on, I always stride confidently through this convenient door on Nintendo Power Source's home page! Here I can check out in-depth game previews, exclusive interviews with today's hottest developers, and the latest developments in Nintendo's game-playing technology. Not long ago I gazed longingly on more than 20 screen shots of Zelda 64, obtained straight from Shigeru Miyamoto's development team in Japan. Another in-depth article clued me in on the latest news on the Nintendo 64 Disk Drive. Before leaving, I cast my brown eyes on a trunkload of screens, maps and development art for Lamborghini 64. Those ace reporters in the Newsroom had 'em, even though the game isn't scheduled to hit store shelves until this fall. Talk about a scoop!





TRAV'S GUIDE TO GETTING ONLINE

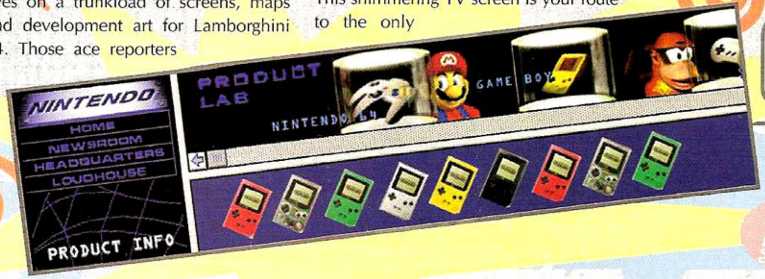
1. First, I pour myself a hearty beverage. Cool in the summer, warm in the winter!
2. Next, I turn on the computer. It's a lot easier than getting my '78 Mustang Cobra to start on a cold morning!
3. While it boots up, I warm up my mouse finger. Flex in, flex out. Flex in, flex out. Point!
4. I launch my Internet browser and log onto my Internet Service Provider. (See Amy's Online Defined on the next page for info about providers.) If you have a commercial on-line service like America Online, you can use its own browser.
5. In the Web address screen, I type http://www.nintendo.com and hit Return. Tricky, huh?
6. Voilá! I've landed feet-first on the most glorious gaming center on the Web! Now it's time to start clicking!

COOL CONTESTS

They're here, they're there, they're everywhere! After logging on, I like to check the main screen and then the Loud House for hot new contests. For Blast Corps, for example, entrants had to guess which U.S. cities the dreaded runaway carrier would threaten! (It was all pretend, natch.) To celebrate the legendary Game & Watch Gallery for Game Boy, there was a short but tricky trivia contest. On the simple side, I recently ran across a Loud House contest in which you just had to enter your e-mail name and hit Return. It was a contest so simple, even Trav could enter it!

ASK DAN, THE ANSWER MAN

This shimmering TV screen is your route to the only full-time Webspondent whose voice can actually be heard on Nintendo games! Yep, Dan Owsen lent his golden throat to Super Metroid and the original Star Fox. Dan's also put in long hours with Shigeru Miyamoto and Rare, helping to perfect your favorite games. With experience like that, there's no doubt that Dan is the Web's number one source for straight Nintendo news. And now you can ask Dan anything you want. Got a question about the Rumble Pak, an upcoming game, or a wild rumor you've heard about Luigi in Super Mario 64? E-mail it to Dan. He's your man!



Can't decide which color you want for your Game Boy Pocket? Take our quick Pocket Persona Quiz!

AMY'S ONLINE DEFINED

Not long ago, I thought a GIF was what you got for your birthday! Now, though, I can talk like a real Webhead - or at least, er, fake it. Check out my convenient list of Internet terms!

Bookmark-A list of your favorite Web sites. www.nintendo.com is at the top of my list!

BRB-Be Right Back. Use this in chat when you gotta go let your dog in!

Browser-Special software used for surfing the Net. Netscape and Microsoft Internet Explorer are two examples. America Online comes with its own browser!

Frame -A kewl way to arrange a Web site to make it easier to maneuver around. Nintendo Power Source typically loads articles in a big frame, while retaining navigational info in one or two smaller frames.

GIF -Graphics Interchange Format. A special format for pictures and graphics that you can see on the Web. Great for making simple animations!

PRODUCT LAB

Don't let Bowser's mean mug scare you. Shove through his door on Power Source's home page. You'll find yourself in the Product Lab, the Web's top spot for info on Nintendo games and systems! The Product Lab has detailed reviews on almost every new game for a Nintendo system, complete with screen shots. You'll find pages of technical specs on the N64, Game Boy and Super NES. Our store carries sweatshirts, CDs and other great Nintendo gear. You can even subscribe to my all-time favorite magazine: *Nintendo Power!*

STRATEGY! STRATEGY! STRATEGY!

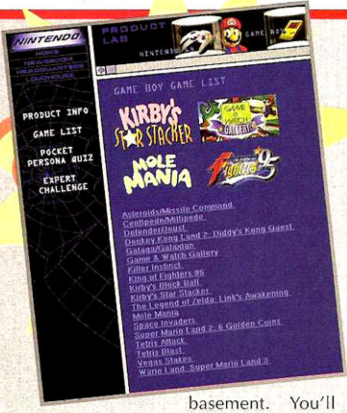
I love these gorgeous guides to Nintendo games. No more of that text-only stuff on America Online! Recently I feasted my eyes on www.nintendo.com's huge Blast Corps guide. It's jam-packed with dozens of big maps and vehicle pics, plus blow-by-blow directions for mastering each stage as well as detailed specifications on each of the vehicles! Power Source strategy guides often come with lists of Frequently Asked Questions (FAQs). Hot links make it easy to find the precise bit of intelligence you're looking for. Whether you're playing a game for the very first time or are an old pro, Nintendo Power Source provides the most comprehensive game-playing info on the Web!

STARFOX64.COM

Star Fox 64 is such a great game, the Nintendo Power Source team wanted to dedicate an entire site to it! The result: www.starfox64.com. Fox McCloud's legions of fans should surf straight to this stellar site. It's packed with contests, strategy tips, vehicle info and screen shots. The pros at Nintendo Power Source have also posted exclusive developer interviews and plenty more information on the making of this hot game. Oh, and did I mention that is has the Web's meanest animation of Andross, Fox McCloud's archenemy? We're proud that www.starfox64.com is Nintendo's first site dedicated to one game. In the future, you can look forward to exclusive Web sites dedicated to upcoming hot Nintendo games!

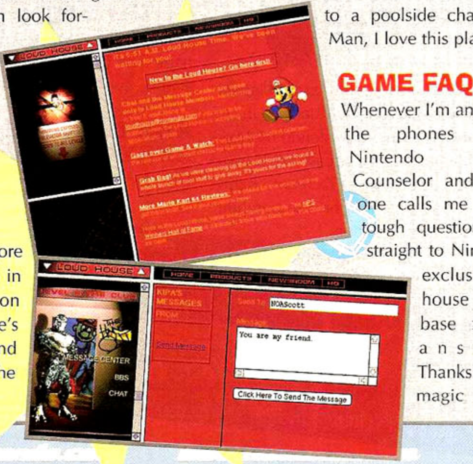
LOUD HOUSE

Don't let Fulgore scare you. Hop in the elevator on Power Source's home page and head down to the basement. You'll find a treasure trove of game tips, codes, downloads and all-around great info. Send a private message to a fellow Star Fox 64 freak via the Message Center, or use the brand-new bulletin boards to let the world know how you can't wait for Zelda 64. Push your way through a side door and I'll welcome you to a poolside chat party. Man, I love this place!



GAME BOY GAME LIST

Asteroids/Missile Command
Centipede/Millipede
Defender/Joust
Donkey Kong Land 2: Diddy's Kong Quest
Galaga/Galaxian
Game & Watch Gallery
Killer Instinct
King of Fighters 95
Kirby's Block Ball
Kirby's Star Stacker
The Legend of Zelda: Link's Awakening
Mole Mania
Space Invaders
Super Mario Land 2: 6 Golden Coins
Tetris Attack
Tetris Blast
Vegas Stakes
Wario Land: Super Mario Land 3



New to the Loud House? Go here first!

Gaga over Game & Watch:

Grab Bag!

More Mario Kart 64 Reviews:

Send To: NOAScott

You are my friend.

GAME FAQS

Whenever I'm answering the phones as a Nintendo Game Counselor and someone calls me with a tough question, I go straight to Nintendo's exclusive in-house database for the answer. Thanks to the magic of the

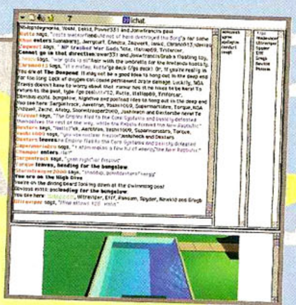
Internet, much of that same great info is now available in the Loud House! Game FAQs provide all the tips and strategies you need to conquer the most popular games, including every N64 game released so far. For Turok, for example, you'll find a detailed walk-through for the entire game, advice on beating all of the bosses, and cheat codes. If you want to be a winner, you gotta check out the Loud House FAQs!

CODE BANK

Last week I mightily impressed my Wave Race 64-playing friends by riding the dolphin! How, you ask? I just went to the Loud House's Code Bank, typed in Wave Race and hit Search. "Ride the Dolphin" is just one of the thousands of tricks, passwords and codes packed into the Web's biggest database for Nintendo games. Our code conspirators constantly check with developers and Nintendo's army of game testers for the latest and greatest secrets. Whether it's a classic NES game or the newest N64 Pak, if there's a code for it, you'll find it in the Code Bank!

CHAT

Ahhh, there's nothing better on a lazy summer afternoon than sippin' a tall lemonade beside the Loud House Pool and trading tips and chuckles with my on-line buddies. When I get the urge, I can take a half-gainer off the High Dive or sun myself on the Deck. But if I'm seeking truly serious game chat, I head straight for the cool confines of the Bungalow, hangout for some of the savviest game-players in cyberspace. Multiple rooms, private messages and other cool features make chatting here lots more fun than it was on America Online! Keeping the clever conversation bubbling along is my job. If you're not in the mood to chat, though, you can just check in, hang out and enjoy the show. Nintendo's chat is open weekdays 7 to 10 p.m. Eastern time, 4 to 7 p.m. Pacific. Thanks to the nice 'n' easy chat software, navigating our virtual pool party is as easy as falling off a diving board!

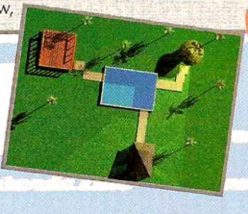


COMING UP!

Mark your social calendar for August 18 through 22. That's when we'll be sleeping out under the cyber stars at the annual Camp Hyrule. Me and Trav will be just two of the cabin counselors! There will be chats, nature hikes, arts and crafts, bad food from the chef, heck, even cabin raids. We'll announce a signup date on at www.nintendo.com!

As a neat freak, I've always thought the Loud House was a bit too messy. Travis, natch, thinks it's way too clean. So we're going to split the difference and redo the Loud House. The new name will be...ta-da!...Studio 64! We'll keep you posted on the changes, so check back often!

Log-in to our chat!
7-10 p.m. EST
(4-7 p.m. PST)



AMY'S ONLINE DEFINED

continued

HTTP-These letters at the beginning of Web addresses stand for HyperText Transfer Protocol. HTTP manages the transfer of Web pages over the Internet.

HyperText-Links that allow you to zip from one Web page to another. One hypertext link will take you from www.nintendo.com to Nintendo of Australia, even though it's halfway around the world!

ISP-Internet Service Provider. Most people access the Web through one of these companies.

J/k-Joke. We tell lots in chat!

Ichat -Wanna drop in chat and say Hi? Just download this plug–in (see below) and you're on your way!

JPEG-Joint Photographic Expert Group–but nobody says that! Pronounced "Jay–pegs." Another format for Web pictures. Most screen shots are JPEGs.

Kbps-Kilobits per second. The bigger this number, the faster your Internet connection. Most modems today run at 28.8Kbps or faster.

Plug-In-A special piece of software that you add to your Web browser for special, cool abilities. The Ichat plug–in lets you join in our daily chats.

Server -A computer that's home to a Web site. Nintendo Power Source is so busy, we have three! Smart, huh?

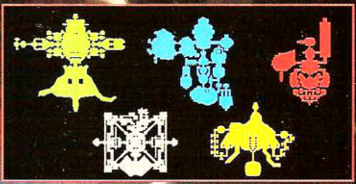
URL-Short for Uniform Resource Locator, but I just say "Earl"! An URL is a web address. Nintendo Power Source's is http://www.nintendo.com

BRB!

That means "Be Right Back"! We gotta hop into chat now. Giving you a quick tour of the latest and greatest features of www.nintendo.com has been great! But remember, changes keep happening fast `n' furious in the on-line world. Check www.nintendo.com daily for news updates, product announcements, hot new contests and more. And you can always drop us an e-mail to let us know what you think!

HEXEN

"Greetings Mortal, are you ready to die?" Korak laughs at you. Actually, you're ready to win, because now you have the complete maps for all five areas in this diabolically complex maze, plus tips for foiling every trap. As you read on, note the color of each numbered step—all the maps are color coded. For example, since Step 1 is green, you need to follow the green Seven Portals Map until you reach Step 5, which is blue, and refers to the blue Ice Guardian Map. Connect the colored steps and find your way out of the darkness and down the path to victory.



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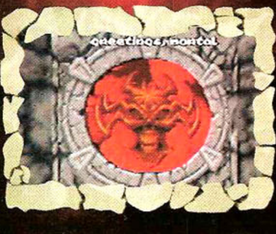
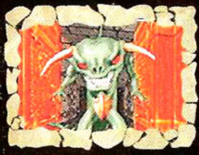
SEVEN PORTALS

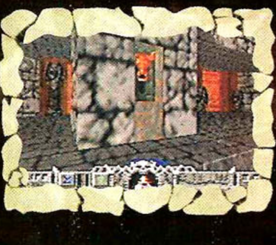
① Korak left a nifty illusion at the beginning of the level to taunt the unwary. Walk into the image as it begins to fade. It's okay if you get that sinking feeling--you're on an elevator leading into a courtyard.

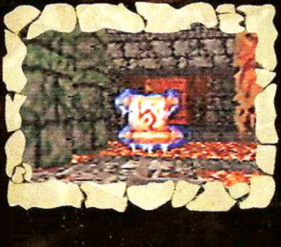


③ Monsters started pouring out of this door the moment you pulled the switch in Step 2. Max out your life bar with Crystal Vials, then leap into the middle of the fray.

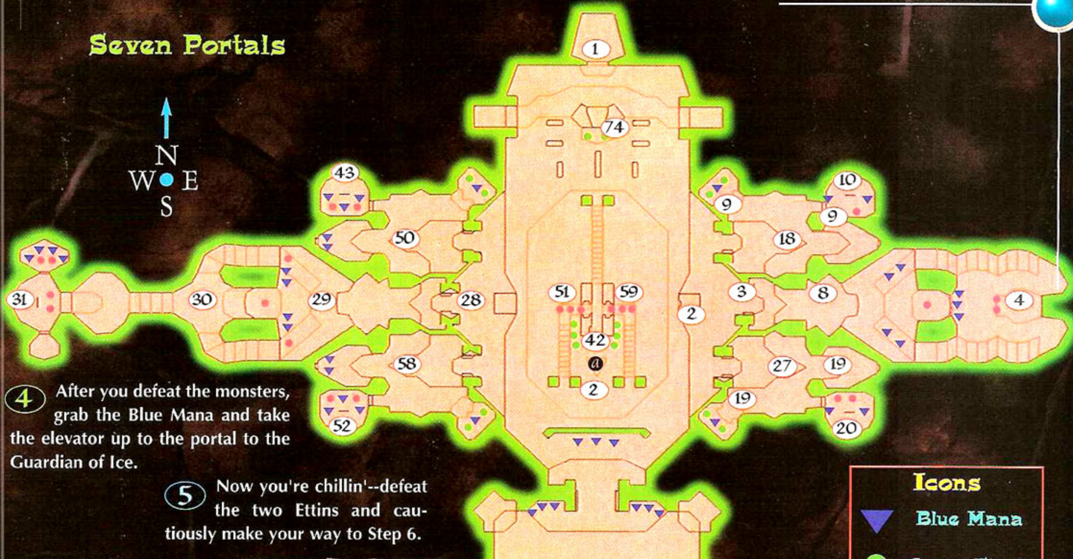


② You can mess around and fight Ettins in the courtyard, but eventually you'll realize that the monsters are regenerating. Go to the right side of the courtyard and pull the switch, then grab the weapon power-up at Step 2a.





Seven Portals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b
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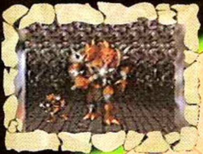
Icons
Blue Mana
Green Flask
Pink Flask
Combined Mana
Green Mana

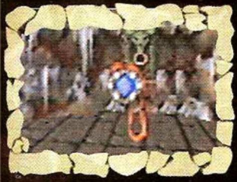
④ After you defeat the monsters, grab the Blue Mana and take the elevator up to the portal to the Guardian of Ice.

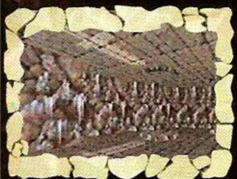
⑤ Now you're chillin'--defeat the two Ettins and cautiously make your way to Step 6.



⑥ Yikes! The floor just sank ten feet. Retreat backwards up the staircase and defeat all the Ettins from a safe distance.

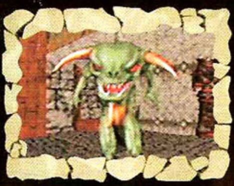
⑦ Grab the Amulet at Step 7 and pull the lever. Look closely at the floor and you'll see a reflection of a sword. Stand on the spot where the sword is pointing.





⑧ Another door is now open in Seven Portals. Go to Step 9.

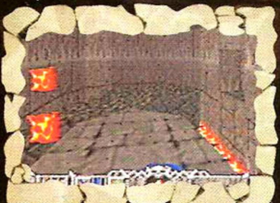
⑨ Pull the switch here. Now spin around and destroy the Serpent that is sneaking up behind you. Grab a few Crystal Vials to recharge your life, then walk through the door leading to Step 10.



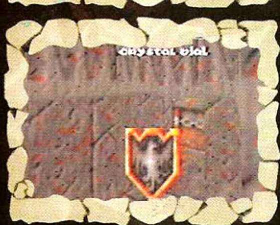
⑩ Walk into the portal and find Step 11 on the Fire Guardian Map.

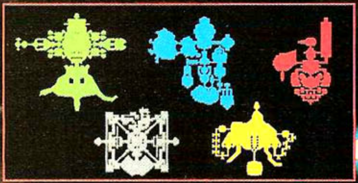
⑪ You're getting warmer. Avoid stepping into the rising lava ahead of you.

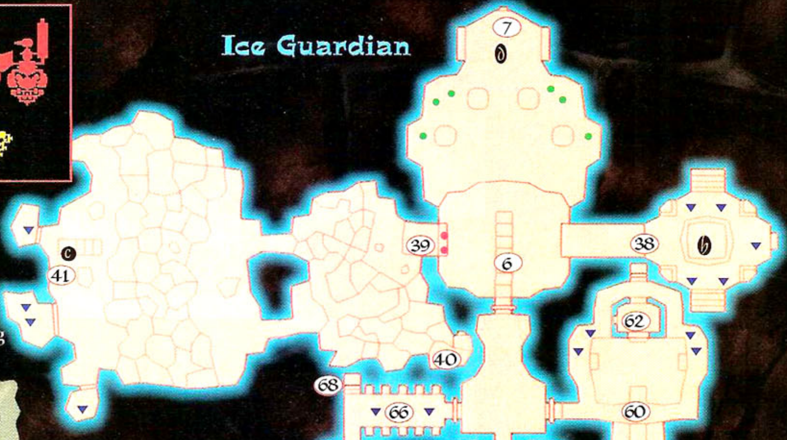
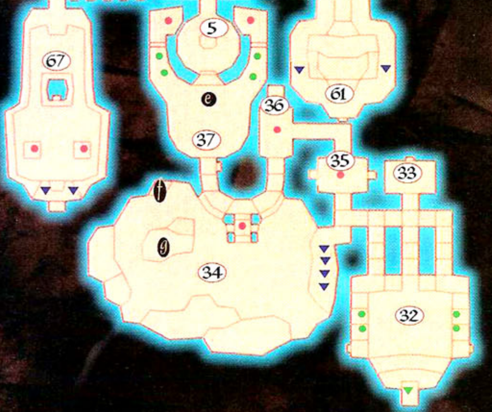
⑫ Leap across the lava and defeat the pesky flock of Afrits flapping around in the next room. Ettins can't climb these stairs. Remain on the steps and blast all of them from a distance.



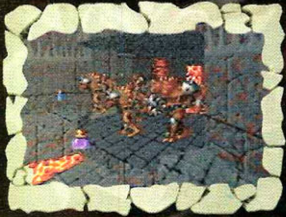
⑬ Pull the switch at point K. You've solved a third of the complicated puzzle in Seven Portals. The room is filling up with monsters again. Collect the Shield and clear the chamber.


crystal vial

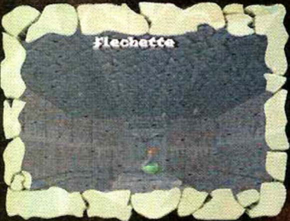


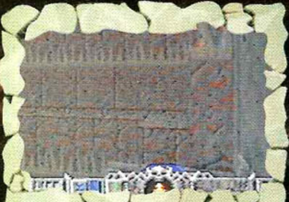



⑭ Remain on the stairs until you've defeated all of the Ettins in the room. These acrophobic creatures can't climb past the first step. Collect the remaining Blue Mana and walk to Step 15.

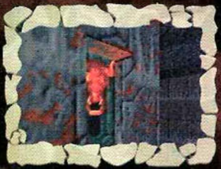


⑮ It's time to save your game. Sprint as fast as you can and leap for the ledge at Step 17. Now jump for the thin ledge that runs the entire length of the chamber's left wall.

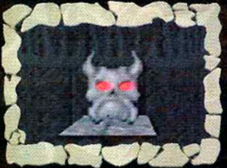




⑯ Pull the switch here to open the door at Step 17. Now return to Step 17.



⑰ Defeat the Afrits before you inch along the ledge. Take the Flame Mask and return to the portal at Step 11.

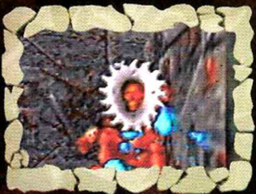


⑱ Check your health status, then go to the open door on the lower right side of the courtyard.

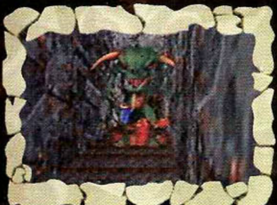
⑲ Defeat the roving Ettins and Afrits and pull the switch here. Turn around and wipe out the Serpent sneaking up behind you.

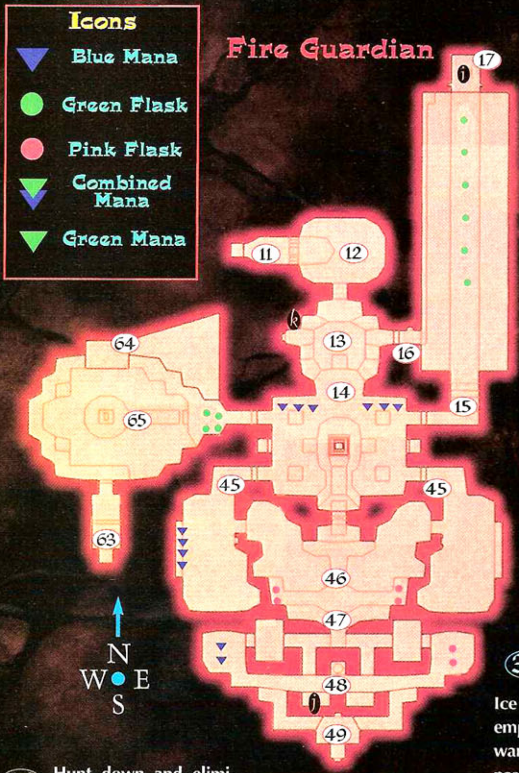
⑳ Collect the Mana and the Quartz Flasks, then step through the Steel portal.

㉑ Welcome to the realm of the Guardian of Steel. Slowly make your way up the stairs, defeating each Ettin and Centaur waiting to ambush you. Maintain your distance from the foes and defeat them before they can reach you.



㉒ There is a hidden door in the corner of this room. Defeat the Serpent through the narrow wall slot before you open the door.





㉓ Hunt down and eliminate all the Serpents, Centaurs and Ettins wandering the corridors. Return to this elevator door, defeat the Serpent, and sink to a new low.

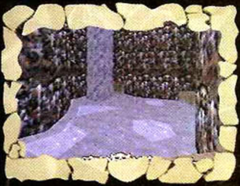
㉔ Grab the Mesh Armor and pull the chain switch. Eliminate the Ser-pents locked in the adjacent chamber or they'll find you and even the score later in the game.

㉕ ㉖ After you pull the chain switch, make your way back to the portal at Step 21. Take your time and verify that you've eliminated all the loitering monsters. This will save you trouble later.

㉗ ㉘ Hey, who let all the monsters out? These Ettins, Afrits and Serpents are pouring from the open door at Step 28. Exterminate all of them before proceeding to Step 29.

㉙ Those gray creatures shooting ice balls at you are called Wendigos. Fall back and destroy them one at a time or you won't survive this nasty snowball fight.

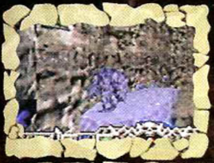
㉚ What's up with the shiny spots on the floor? If you step on one, you'll end up as artwork on the ceiling. Press Down on the direction pad to see the entire floor, then steer around the bright spots.



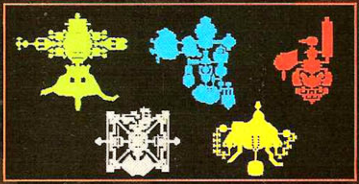
㉛ Those mean Wendigos are materializing right out of the walls. Stand on the stairs and take them out from a distance, then walk directly ahead and jump through the portal.

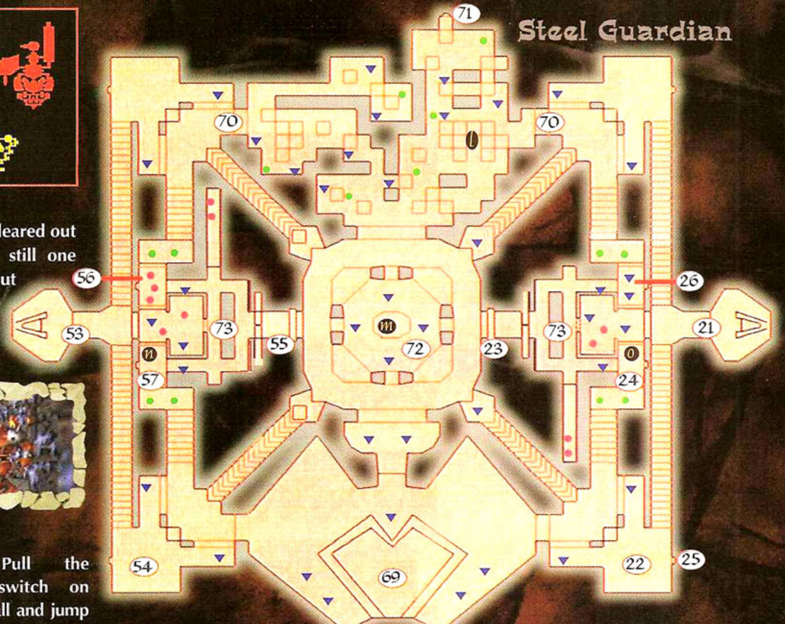
㉜ ㉝ Welcome back to the realm of the Ice Guardian. This chamber looks empty, but there are several Ettins wandering around in the nearby passages. Dispose of all the Ettins now or they'll haunt you later in the level. Hit the switch at Step 33.

㉞ It's time to test your jumping skills. Point the directional pad down until you can see the ground in front of you. Now jump across the blocks of ice and rock until you've collected the Mystic Urn and Torches. If you fall you'll have to endure the criticism of the crowd of Ettins watching your performance.

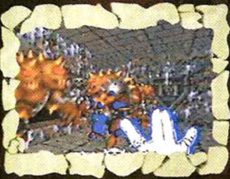


㉟ How is your health meter? You'll need your strength before you run through the trap in this room. Don't bother trying to collect the Crystal Vials—they're used as bait to keep you exposed to the shards of ice shooting in all directions.





㊱ Even if you thought you cleared out all of the Ettins, there's still one waiting for you here. Take him out and replenish your life meter. There's a huge battle waiting for you at the top of the stairs.



㊲ Pull the switch on the wall and jump into the room. Try to work your way into a corner and take the Ettins out from a distance. Grab the Amulet of Warding after you eliminate the foes.

㊳ Last time you were here you didn't have the Flame Mask. Open the door where the sword is pointing, defeat the monsters, and use the mask to get the Fire Key.

㊴ You can now enter this chamber, but you'd better have your best weapon equipped. Smash the wandering Wendigos before crossing the shifting floor. The broken floor will mysteriously restore itself in a few minutes.

㊵ ㊶ Pull the switch at Step 40 and watch the floor shift again. Don't get crushed by the ice! Take the Steel Key at Step 41, defeat the Ettins and work your way across the crevasses to the portal near Step 7.

㊷ ㊸ You're back at Step 8. Take the stairs up to Step 42, Grab the Dragonskin Bracers and pull the switch. Now walk to the portal at Step 43.

㊹ ㊺ ㊻ You're halfway through the stage! Now you're in the Fire Guardian area. Use the Flame Key at Step 44, defeat the Ettins, hit the switch, ride the elevator and defeat the foes in the lower chamber. Go to Step 45 and repeat the same process until all the enemies are destroyed and you're at Step 46.

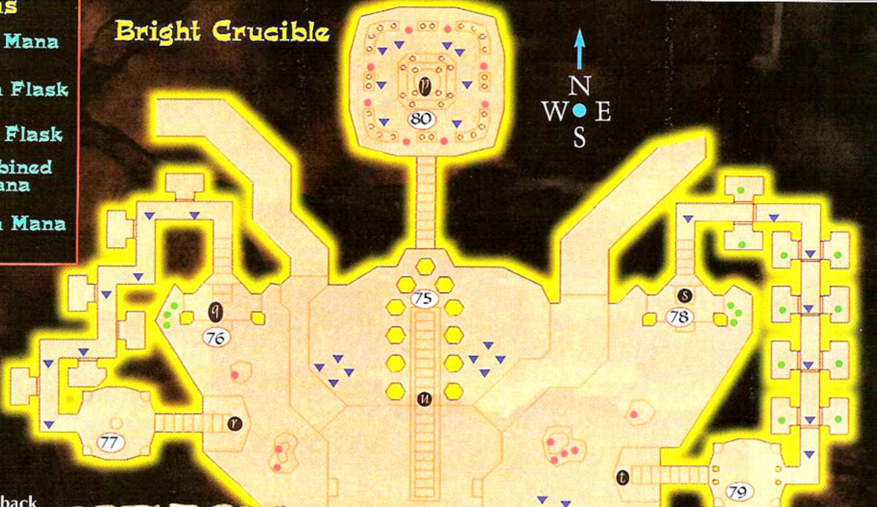
㊼ ㊽ ㊾ Ride to the top of the elevator at Step 47, take the Chaos Device and turn around and jump into the teleporter. Pull the switch to raise the stairs at the Seven Portals, then touch the star emblem on the wall to warp all the way back to Seven Portals. Max out your health gauge.

㊿ (51) (52) Walk out into the courtyard and climb the new stairs up to Step 51. Pull both of the switches here. One opens a door in the realm of the Guardian of Ice and the other opens the door to Step 52. Pull the switch at Step 52 and enter the portal.

Icons

- ▼ Blue Mana
- ● Green Flask
- ● Pink Flask
- ▼ Combined Mana
- ▼ Green Mana

Bright Crucible



(53) You're back in the realm of the Steel Guardian. Stand in the alcove off the hallway and defeat the Ettins wandering in your direction.

(54) Centaurs will use their shields to block your attacks. Try hitting them and retreating a step, then wait for them to drop their shield and hit them again. Distance is the best armor here.

(55) Use the Steel Key on the door and take out the Serpent waiting for you on the elevator. Drop down the elevator and flip the switch at Step 56.

(56) Pull the chain and raise the stairs in the Seven Portals, then go back upstairs and flip the switch at Step 54. Guess what? Now you have to go all the way back downstairs to Step 57.

(57) Collect the Banishment Device and pull the chain on the wall. You're outta here. Go to the portal.

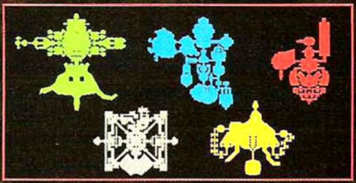
(58) (59) From Step 58, go to the courtyard and climb the new stairway to Step 59. Pull both of the switches here, then make your way to the portal leading to the Ice Guardian area at Step 4. Max out your life gauge and prepare for battle.

(60) Watch out you're being stalked by Afrits the moment you step out of the portal. Destroy the flying fiends before picking a fight with the packs of Ettins.

(61) (62)

After the chamber is clear of Afrits, pull the chain on the switch at Step 61. There is a gap across a bubbling pool of lava to a chamber and a switch at Step 62. Make a running leap and pull the switch.

(63) The switch opened a portal above Step 62. If you enter the portal, you'll arrive at Step 63 in the Realm of the Fire Guardian.



(64) Inch along the chamber ledge until you're almost to Step 64. The darker wall is a trap that will push anything off the ledge. Carefully trip the trap then quickly retreat backwards.

(65) A walkway will rise from the lava when you trip the trap. Leap to the center of the room, flip the switch to solve half of the puzzle, then exit the Fire Guardian Realm at Step 11.

(66) When you return to Seven Portals, go to Step 4 and warp back into the chilly Realm of the Ice Guardian. You'll arrive at Step 5. Walk up and sprint through the trap at Step 66.

(67)(68) You flee from one trap and end up stuck in another. Hit the switch and defeat the Centaurs as quickly as possible. You'll have to dodge the darts as best you can, but the Centaurs are your ticket to safety—the chamber doors won't open until the Centaurs are gone. After the battle, heal up and go to the portal at Step 68. You're automatically warped to the Realm of the Steel Guardian.

(69) You just dropped into the mother of all Wendigo wars. The first duo is just a warm-up act. Run to one of the corners where you see a hole and wait for the floor to sink. Jump in the hole and work your way up either location marked as Step 70.

(70)(71) The iron floors and ceilings in this room smash together like pounding pistons. Carefully make your way through the metal maze mayhem to the switch at Step 71. Pulling the chain on the switch won't stop the moving floors, but it will give you access to Step 72.

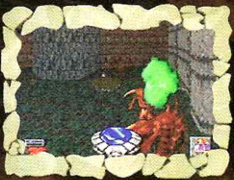
(72) Clear out the Centaurs guarding the Torch before you leap to the center of the Realm of the Steel Guardian. When you grab the Torch, you'll receive a message proclaiming "Stones grind on the Seven Portals." Take either elevator downstairs to Step 73.

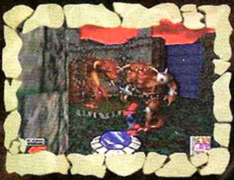
(73) A steel door will open here and you'll see the portal. If you defeated the Serpents way back on Step 24, you won't have any problems finishing off the Ettins and reaching the portal.

(74) Those grinding stones at the Seven Portals indicate that the watery way to Bright Crucible is open. This is a secret area—the most dangerous maze in the stage. Defeat the monsters loitering around here and enter the crucible.

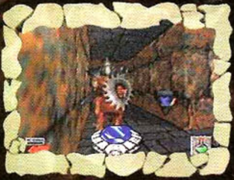
(75) Pick up the Disc of Repulsion, but don't use it unless you're surrounded. Defeat the Afrits, then leap to the platform floating on the green slime. The green slime isn't toxic, but the Stalkers swimming in it are very lethal. Ride the left elevator out of the muck, and clear out the Serpents on the ledge.

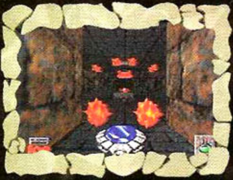
(76) Ride the elevator up to this ledge and defeat the Serpent guarding the Amulet of Warding. Centaurs are waiting for you just around the corner, so replenish your health gauge with a couple of Quartz Flasks. Keep moving to avoid the annoying fireballs from the Serpent sentries in the distance.



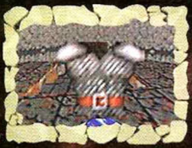


(77) That pounding heartbeat you hear is actually a room filled with fireball traps. You can disable the trap when you grab the Heart of D'Sparil. You'll find it glowing on a pedestal just above Step 77. Now that you have the Heart, destroy the Serpents in the room and work your way up to the tower at Step 78.

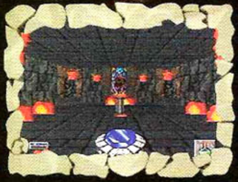




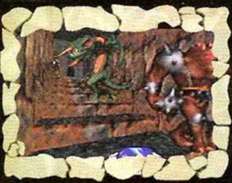
(78) You had to run and swim through the chaotic landscape, but at least you made it here in one piece. Put on this Mesh Armor—you'll need it to survive the corridors leading to Step 79.



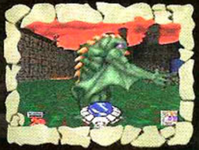
(79) Use your remaining green Flechettes on the squads of Ettins roving the halls. When you reach the room at Step 79, run up to the pedestal and place the Heart of D'Sparil. Now head for the stone stairway that just materialized near Step 80.



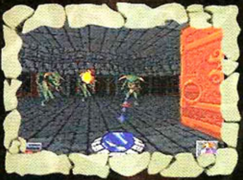
(80) The narrow stairway leading up to Step 80 is an ideal location to set up a trap. The Serpents must file down the stairs one at a time to get you. After you destroy the Serpents, go to Step 80 and claim the Icon of Defender. Now head back into the swamp.



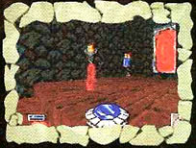
(81) (82) The Stalkers lurking in the green slime aren't hard to defeat, but you'll have to wait for them to attack you before you can harm them. Make your way down the twisting canyon to the portal waiting to take you back to Seven Portals.



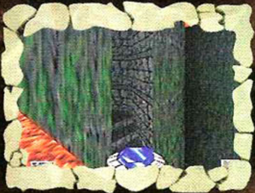
(83) Your days at Seven Portals are coming to an end. It's time to move on to new adventures. Carefully approach the cages at Step 83, but defeat all of the monsters before you release the gate switch chain.

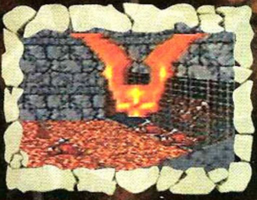


(84) Before you leave, you'll find a piece of your ultimate weapon. The name of the weapon depends on which character class you selected. You'll find more pieces in other stages in the game.



(85) (86) If you're one of those players who insist on collecting everything, you'll want to lock your gauntlets around this pair of Wings of Wraith. The trick is to make a running leap to the small ledge at Step 85. You'll earn your wings after you clear out the Serpents waiting for you. Use the wings to explore the rest of the regions surrounding Seven Portals.





SHADOW WOOD BECKONS

The gates of Seven Portals are open. You have passed the tests of fire, ice and steel, but there is much work to be done before the land is free of Korak and his heinous hordes. Now you must find the six plates that unlock the silver door in Shadow Wood. As you walk, Korak appears and taunts you again. One day, if you keep your wits about you, you'll hunt him down and get the last laugh.

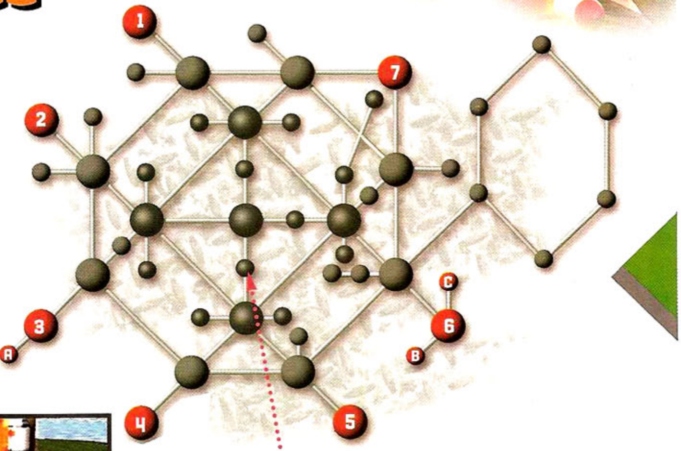
BLAST CORPS™

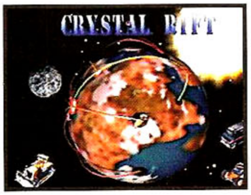
BACKLASH
CAL

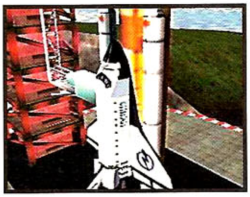
After a taking a month off for some R and R, the experts at Blast Corps storm back with their explosive arsenal to rock your world once more. Part three of the Blast Corps strategies reveals how to conquer the planets, platinum times, expert levels and their bonus areas, so hold on to your hard hat, 'cause it's time to detonate the master blasting!

WRECKING HAVOC

Seven new, explosive stages open up in the expert level of Blast Corps. The runaway nuclear carrier is as unstable as ever, and you have more ground to cover (and pulverize) to create safe passage for the transport. Three new bonus areas lurk on the horizon, and, in the sky, the entire galaxy beckons you. Four planets and the moon become the team's playground after you've located all of the RUD's the six scientists, won gold medals in every earth stage, and saved the space shuttle from a crash landing. If you make a big bang in outer space to win interplanetary gold, you'll face Time Attack Mode, in which you must shatter speed records to claim the platinum medal.







SIMIAN ACRES

START POINT

Blast from the past: In Volume 95, we covered the first stage, Simian Acres. Now, in the expert level, the map has explosively expanded.

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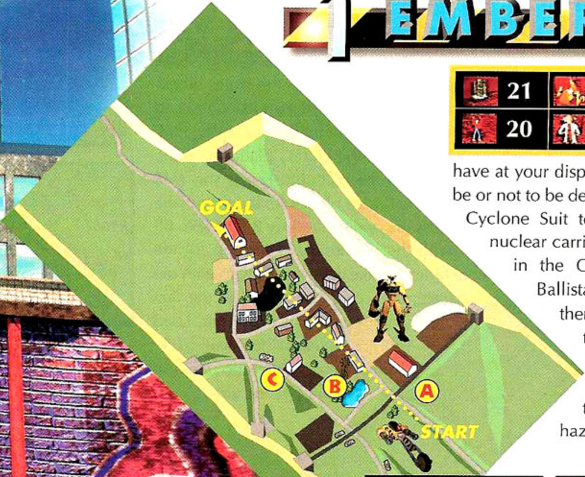
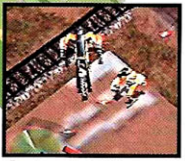
1 EMBER HAMLET

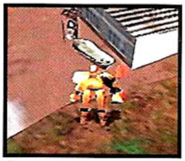
21	0
20	0

The Ballista cycle and the Cyclone Suit are the only two Blast Corps demolishers you have at your disposal. Whether the sleepy little hamlet is to be or not to be depends on how soon you can storm into the Cyclone Suit to start clearing a path for the runaway nuclear carrier. It's easier to do a bang-up cleaning job in the Cyclone Suit, so immediately cycle the Ballista to the farmhouse at the A on the map, then launch a missile at the building's right front corner. When the smoke clears, you'll find the outfit. Park the Ballista, try on the suit, then tumble through the town to plow down a roadway to clear out the hazards that obstruct the danger zone.

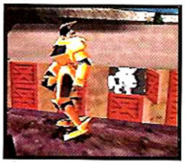




Ⓐ Raze the building to the right of the train crossing to add the Cyclone Suit to your wardrobe.



Ⓑ Head for a pit stop at the tiny outhouse toilet at B. Knock it down, and you'll flush out $10.

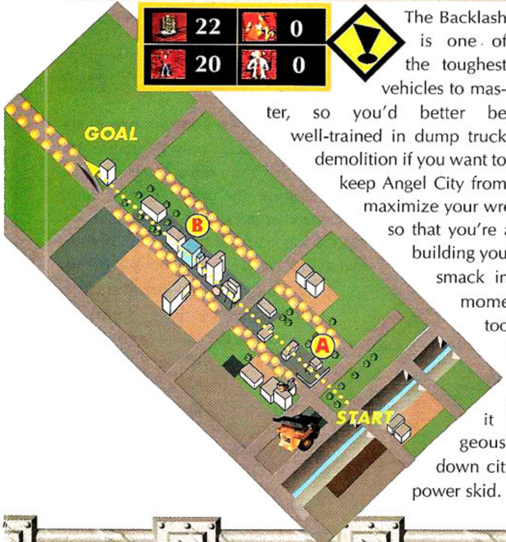


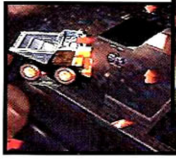
Ⓒ Not only are survivors holed up inside the stables, but a friendly cow pokes around there, too.

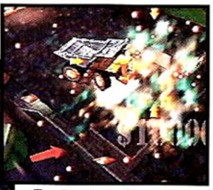
2 ANGEL CITY

22	0
20	0

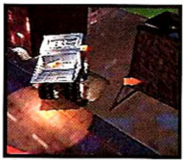
The Backlash is one of the toughest vehicles to master, so you'd better be well-trained in dump truck demolition if you want to keep Angel City from blowing sky high. To maximize your wrecking power, spin out so that you're at least parallel to the building you're targeting when you smack into it. Keep the momentum rolling, too—while it can be your undoing as it spins you out of control, it can also advantageously help you tear down city blocks in a single power skid.



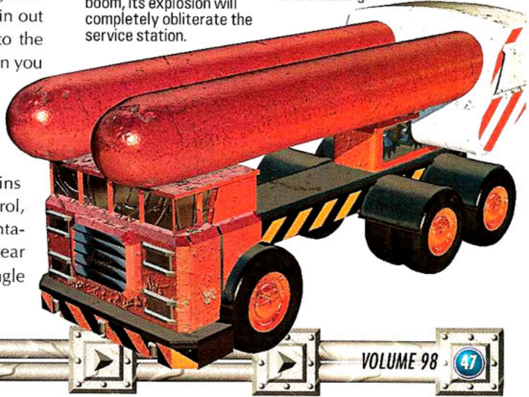




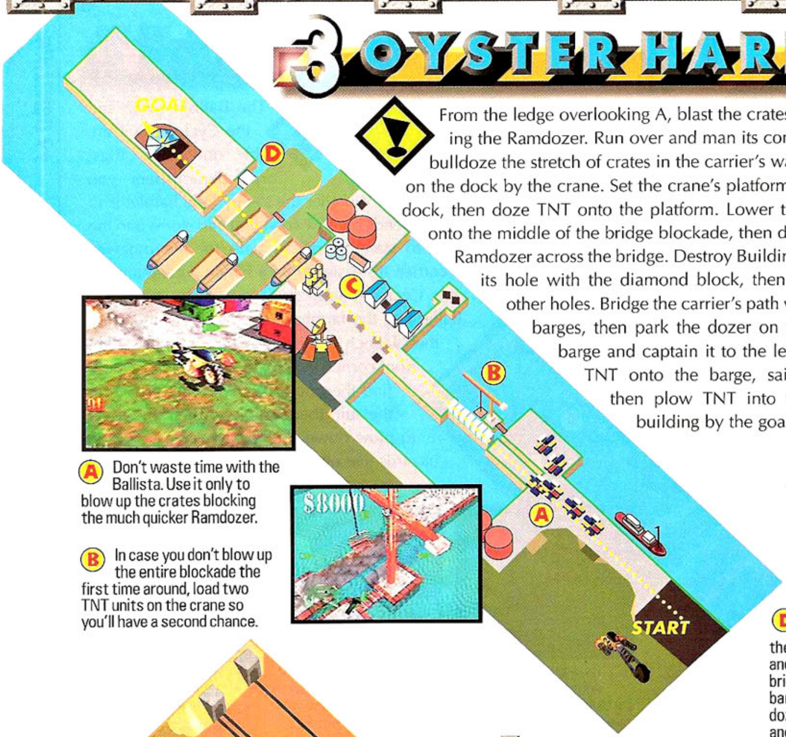
Ⓐ Ram into the gasoline pump. When it falls down and goes boom, its explosion will completely obliterate the service station.



Ⓑ Drive over the mounds in the alleyways to boost and propel the Backlash through an entire building.



3 OYSTER HARBOR

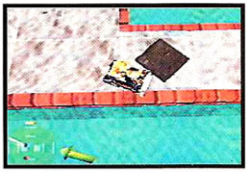


From the ledge overlooking A, blast the crates blocking the Ramdozer. Run over and man its controls to bulldoze the stretch of crates in the carrier's way. Park on the dock by the crane. Set the crane's platform on the dock, then doze TNT onto the platform. Lower the TNT onto the middle of the bridge blockade, then drive the Ramdozer across the bridge. Destroy Building C, fill its hole with the diamond block, then fill the other holes. Bridge the carrier's path with the barges, then park the dozer on the first barge and captain it to the left. Load TNT onto the barge, sail back, then plow TNT into the last building by the goal.

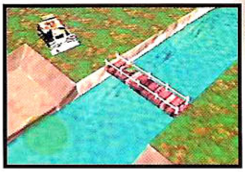
25	1
10	1

A Don't waste time with the Ballista. Use it only to blow up the crates blocking the much quicker Ramdozer.

B In case you don't blow up the entire blockade the first time around, load two TNT units on the crane so you'll have a second chance.

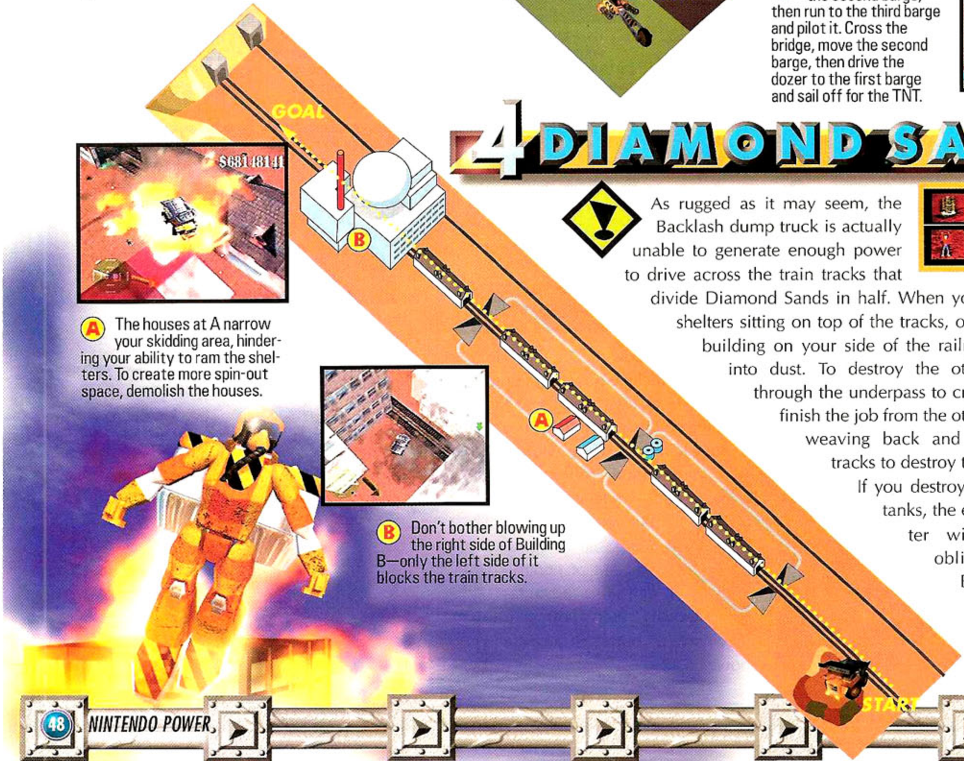


C Save the diamond block to plug the hole under Building C. If you use it elsewhere, you won't be able to reach the other blocks.



D Park the dozer by the second barge, then run to the third barge and pilot it. Cross the bridge, move the second barge, then drive the dozer to the first barge and sail off for the TNT.

4 DIAMOND SANDS



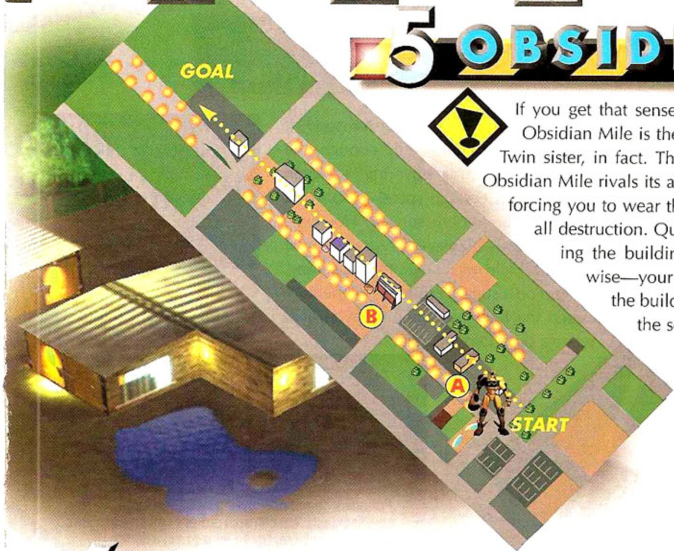
As rugged as it may seem, the Backlash dump truck is actually unable to generate enough power to drive across the train tracks that divide Diamond Sands in half. When you ram one of the shelters sitting on top of the tracks, only the half of the building on your side of the railroad will crumble into dust. To destroy the other half, venture through the underpass to cross the tracks and finish the job from the other side. Continue weaving back and forth across the tracks to destroy the line of shelters. If you destroy the two blue gas tanks, the entire second shelter will explode into oblivion. To raze Building B, smash crates of TNT into it.

16	0
20	0

A The houses at A narrow your skidding area, hindering your ability to ram the shelters. To create more spin-out space, demolish the houses.

B Don't bother blowing up the right side of Building B—only the left side of it blocks the train tracks.

5 OBSIDIAN MILE



	13		0
	12		0

If you get that sense of déjà vu, it's because Obsidian Mile is the sister city of Angel City. Twin sister, in fact. The main difference is that Obsidian Mile rivals its almost-identical sibling by forcing you to wear the Cyclone Suit to save the city from the mother of all destruction. Quickly tumble up some edifice wrecks by approaching the buildings from their sides and pulverizing them lengthwise—your momentum should speed you through most or all of the building. As in Angel City, crush the gas pump to destroy the service station in a single blow.

MISSILE VIEW

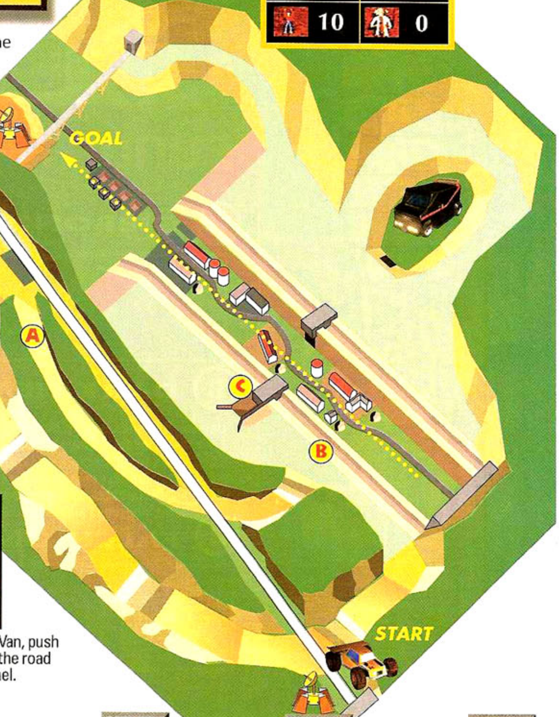
Ⓐ Devise your attack by surveying the danger zone in Missile View mode (press the lower C Button).

Ⓑ You'll keep tumbling after rolling through a building, so efficiently plow straight through B.

6 CRYSTAL RIFT

	15		2
	10		0

All aboard! Pilot the train across the pass and station it at the landing near A. Drive the Skyfall dune buggy off the flatbed and down the quicker path, A. Right before you spill into the pothole, fire up your turbo boost to rocket your buggy off the cliff. Down in the valley, build up speed and power by driving off the ridges to knock down the buildings with smashing success. Once Area B is cleared, race down the road to the Ramdozer. Hop in and mow down the rest of the danger zone, then scoot the four blocks into the four holes.



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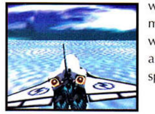
Ⓐ From the train, navigate the Skyfall through Path A on your left. If you vie for the other path, you'll have to work much faster to demolish the buildings.

Ⓑ The Skyfall packs the most punch when it pounces on its targets. Powerfully launch the dune buggy into buildings by turbo boosting out of the pits.

Ⓒ To reach the Custom Van, push the block in C across the road to plug the hole in the tunnel.

THE SCIENTIST ROUNDUP

You're stuck on earth until you destroy every building and find all the RDUs, survivors and the six scientists. You'd think the brainiacs would be holed up in logical places, but they're not, so consult the red box if you need help locating them. Once you've met the scientists and fulfilled the objectives to win all the gold medals, your mission will switch to clearing a runway for the space shuttle.



ARGENT TOWERS

Move the block on the left road to access the ramp. Walk down, bulldoze the TNT to blast open the door, then drive the train. At the flashing light, get out and patrol the maze.

EBONY COAST

Dynamite the tunnel, then transport the dozer to the depot and bulldoze it. Drive the train back with the dozer and TNT. Dynamite the statue, then fly the J-Bomb to the inlet.

IRONSTONE MINE

Skim the right ridge until you find the Ramdozer. Doze to the crane and use it to transport the dozer across the overpass. Dynamite the blockade and navigate through the maze.

TEMPEST CITY

Head right and blast the middle of the large lighted building to expose a ramp. Up top, you'll find the scientist behind the rock wall to the right of the Communication Point.

GLORY CROSSING

Drive the Backlash dump truck through Glory Crossing's underground passage at C. When you emerge at the other side of the tunnel, you'll find the trailer that houses the scientist.

OYSTER HARBOR

Blast the barricade blocking Channel D with the TNT you find at the end of the first barge's run. Sail the third barge toward D until you reach the scientist's island residence.

SHUTTLE CLEAR

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The Backlash is too slow to clear a landing strip for the space shuttle, so drive it down the road on the right that'll lead you to a large building surrounded by TNT. Dynamite the building to find the Thunder-fist, then use the robot to knock out a path.

VENUS GOLD 3:20

On Venus, you must knock out the four clusters of buildings that are stationed on the planet. Use the troughs and slopes to boost the Back-lash's skidding power. When you start sliding, it's difficult to regain control, so tap the Z Button to brake.

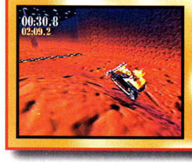
MOON GOLD 4:00

Without gravity, the Backlash is easier to handle! The trick to lunar roving is to rocket off the moon's slopes. When in orbit, you can steer where you want the truck to glide. To stop in midair, hit the Z Button and the truck will plop straight down.

MARS GOLD 5:00

Attack Mars by smashing the floating silver spheres. Constantly change camera angles to make aiming at the mirror balls easier. The Z Button air brake comes in especially handy, allowing you to stop and drop your truck when it's above its target.

MERCURY GOLD 1:20



Take the Ramdozer out for a space race on the surface of Mercury. The track is difficult to discern at first, but it runs counterclockwise. Navigate through level terrain and avoid driving over slopes, or you'll waste time by taking flight.

NEPTUNE GOLD 1:40

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In this clock-wise-running race, the Back-lash is prone to floating when it drives off of a slope. Try to keep your wheels on the ground or your time will suffer. Stick with driving on the lowlands, which you can distinguish by their dark blue color.

TIME ATTACK & PLATINUM MEDALS

Only after you've won a gold medal in every area you can go for the platinum. When you've swept up the gold, the game shifts to Time Attack mode, in which you revisit each level in a race against time. Any master blaster should be able to clear the carrier's path or complete the bonus objective within the Time Attack's allotment. To beat the near-impossible platinum times, however, you'll have to be the fastest blaster.

ANGEL CITY TIME ATTACK 3:10 PLATINUM 1:35
To snag a platinum medal, you'll have to be an ultra-efficient dump truck driver. Carefully time your spinouts and use the mounds to boost the Backlash so you can ram straight through a building.

ARGENT TOWERS TIME ATTACK 1:20 PLATINUM 0:28
Argent Towers is like Angel City, except you're on a much tighter schedule. Expedite your explosions by releasing the L or R Button once you slide so you don't spin out of control and drift too far from your target.

BABOON CATACOMB TIME ATTACK 2:00 PLATINUM 0:45
Like Gibbon's Gate, you must navigate through a maze while dozers tail you and try to cut you off. Avoid getting trapped in the corner areas by exploring them right after warping far from the enemy vehicles.

BACKLASH TIME ATTACK 6:00 PLATINUM 0:11
Hard-core hardhats should have no trouble knocking down the three buildings in less than six minutes. Beating the platinum blip of time is more of a challenge, but many mounds flank the buildings to propel your truck.

BEETON TRACKS TIME ATTACK 2:40 PLATINUM 1:15
Ride the rails to the station. Run across the overpass. Board the dozer, plow down the white building, then park on the crane platform. Move the dozer across the tracks, then doze the TNT into the station.

BISON RIDGE TIME ATTACK 2:00 PLATINUM 1:07
Motor away in the Muscle Car to win the platinum. Unlike other vehicles, the sporty speedster won't slow down when zooming off road. After the first jump, go off course and hang a right around the mountain.

BLACKRIDGE WORKS TIME ATTACK 1:00 PLATINUM 0:23
Buckle up and bulldoze your way straight through this straightforward level. Seven buildings obstruct the safe passage of the nuclear carrier, and white-knuckle driving should easily bring them down.

CARRICK POINT TIME ATTACK 1:50 PLATINUM 0:36
Slither the Sideswipe to the right of the carrier's path to stock up on ammo for your jackhammers. Follow the dock counterclockwise to cut the transport off at the pass, then begin your clobbering rampage.

COBALT QUARRY TIME ATTACK 1:20 PLATINUM 0:36
Fire up the Police Car or van to race through Cobalt Quarry. Extremely sharp turns rock the course, but both vehicles possess steering tight enough to overcome any corner without losing control.

COOTER CREEK TIME ATTACK 2:50 PLATINUM 0:25
Race in the Muscle Car. Once you cross the bridge, turn right and speed across the rocky terrain. Swerve around the tree grove, cross the river, and hang a right around the trees back to the bridge for a shortcut.

CORVINE BLUFF TIME ATTACK 1:40 PLATINUM 0:46
The van's probably your best chance for winning the platinum. The van's turning is tight enough to handle dodging the buildings at the top of the bluff. Stay on the shore rather than crossing the river.

CROMLECH COURT TIME ATTACK 0:50 PLATINUM 0:22
After tumbling into a building, the Thunderfist will spring up and swing its fist. As long as its fist hits a building, it stays in pounding mode. If its fist misses, you'll have to somersault again.

CRYSTAL RIFT TIME ATTACK 2:30 PLATINUM 0:57
In Time Attack, you don't have to worry about filling holes with blocks—you only need to clear the buildings in the danger zone. Rocket the Skyfall out of pits and off of ridges to collapse the buildings.

DAGGER PASS TIME ATTACK 4:00 PLATINUM 0:50
Take a stab at nabbing a platinum medal in Dagger Pass by destroying eight rafts with the J-Bomb. Hover at raft level and let them slide beneath you. As soon as one makes contact with you, rocket away.

DARK HEARTLAND TIME ATTACK 2:30 PLATINUM 0:44
Aboard the Ballista, fire directly at a building's sides. Oftentimes, it takes only one shot fired through the length of a building to obliterate it. For greater control of the cycle, hit the Z Button to brake.

DIAMOND SANDS TIME ATTACK 4:00 PLATINUM 2:35
Use the Backlash to raze the buildings that cover the railroad. Crush groups of buildings before entering a tunnel to work on the other side of the tracks. Crash into the tanks to blow up the building adjacent to them.

EBONY COAST TIME ATTACK 2:00 PLATINUM 1:12
Board the train and back it up so the Ramdozer can squeeze ahead of it on the tracks. Race the dozer along the tracks, then follow the road paved with RDUs to dynamite the buildings in the danger zone.

ECHO MARCHES TIME ATTACK 3:20 PLATINUM 0:45
Stomp the buildings, follow the tracks, and land by the train. Chug to the landing, then motor to the J-Bomb. Stomp more buildings, fly to the barge, sail to the moorage, then race the car to the J-Bomb.

EMBER HAMLET TIME ATTACK 2:00 PLATINUM 0:40
Something's rotten in the state of Ember Hamlet, and it'll take something quicker than the Ballista to secure the town. The Cyclone Suit can do the job, so blast the house by the crossing to find the robotic outfit.

FALCHION FIELD TIME ATTACK 1:10 PLATINUM 0:21
If you stomp out the six gas tanks in 21 seconds or less, you'll win a platinum medal. Time is tight, so hover close to the ground in the J-Bomb and familiarize yourself with the tanks' locations.

GEODE SQUARE TIME ATTACK 1:30 PLATINUM 0:20
The J-Bomb training course challenges you to beat the 20-second platinum time. Rather than soaring high in the sky to monitor the spheres' whereabouts, stay low and let their shadows be your guide.

GIBBON'S GATE TIME ATTACK 3:00 PLATINUM 1:15
Unlike Baboon Catacomb, the maze of Gibbon's Gate is larger giving you more room to monkey around. The enemy dozers still ape you and are as persistent as ever, so slyly roam to find all 400 RDUs.

GLANDER'S RANGE TIME ATTACK 3:30 PLATINUM 1:33
Race the range in the American Dream or Custom Van. Near the end of the course, you'll see a forked arrow painted on the street. Follow the left-turn arrow to the dirt road for a short cut.

GLORY CROSSING TIME ATTACK 1:30 PLATINUM 0:40
Mostly grassy and rocky terrain cover Glory Crossing. To spin into a ramming rampage, the Backlash needs to skid from roads or paved areas, so slide from these locales onto the less navigable terrain.

HAVOC DISTRICT TIME ATTACK 1:50 PLATINUM 0:28
Zip along the trail of RDUs. At the end of the line, hop aboard the J-Bomb. Fly to the skyscrapers and stomp them out. If you drop into the center of their roofs, you'll do the most damage.

IRONSTONE MINE TIME ATTACK 2:40 PLATINUM 0:54
After sideswiping the eight buildings in the danger zone, zip up the hillside, then pummel a section of the quad that encloses the Thunderfist. Hop aboard and clobber the remaining structures.

J-BOMB TIME ATTACK 5:00 PLATINUM 0:30
Seven unlucky skyscrapers face deconstruction from the dreaded lead feet of the J-Bomb. Jet above your target and aim for the roof's center. Good aim and fancy footwork can stomp out all or most of a high-rise.

JADE PLATEAU TIME ATTACK 3:30 PLATINUM 1:13
The Muscle Car is a speedy off-road vehicle, so take it for a quick spin. After crossing the bridge, turn right by the trio of trees (your car can't hit them) to take a shortcut detour through the crevasse.

KIPLING PLANT TIME ATTACK 1:00 PLATINUM 0:12
In Kipling's urban jungle, book through the forest of buildings to destroy the gas plants. The narrow streets make it difficult to cycle without bumping buildings. Stay in control by slamming the Z Button to brake.

LIZARD ISLAND TIME ATTACK 4:00 PLATINUM 1:30
In this lost world, fly the J-Bomb to bust up rafts and spheres. If you get your feet wet in the water or toasted in the lava, you'll fail your mission, so pulse your rockets to slowly drop onto a target.

MAGMA PEAK TIME ATTACK 5:00 PLATINUM 1:00
Avoid the lava and crater walls and stomp out the rafts, spheres and pillars. To destroy the suspended fenced-in spheres, fly under so that they cast shadows on you, then zoom straight up.

MARINE QUARTER TIME ATTACK 1:00 PLATINUM 0:36
Head out on the highway in the Police Car or the Custom Van—both are demons on wheels. The van is good at making tight turns, so you can hug the inside guard rails when you drive it around the bend.

MARS TIME ATTACK 8:00 PLATINUM 1:50
You can get some serious hang time launching out of the troughs. When you're airborne, steer your truck so you can glide into a sphere. Hitting the Z Button applies your air brakes so you can abruptly stop in midflight.

MERCURY TIME ATTACK 2:40 PLATINUM 1:10
On Mercury, rev up the Backlash or Ramdozer. Avoid hugging the inside lane—it's very easy to crash into its jutting banks. Also avoid flying off of the slopes, since sailing through the sky wastes time.

MICA PARK TIME ATTACK 2:00 PLATINUM 0:30
When the Ballista rams things, it bounces backward, so hit Z to brake. When you resume driving, the cycle pops a wheelie, so wait until your front wheel lands before you fire, or you'll shoot your missiles into the sky.

MOON TIME ATTACK 6:00 PLATINUM 2:20
The Backlash is easier to control when it's in the air, rather than on land. Launch from slopes and aim at the buildings—you can sail through entire buildings and use your momentum to maintain a power skid.

MORAINE CHASE TIME ATTACK 2:40 PLATINUM 1:01
Take up the chase in the Muscle Car. After the third set of walls (excluding the ones at the start), detour left off the bank and through the grassy area below. Drive parallel to the sandy ridge to return to the course.

MORGAN HALL TIME ATTACK 1:50 PLATINUM 0:35
The buildings to the left of your starting point rest slightly above the road, so use the slope to boost the Backlash through those edifices. To demolish the other structures, push TNT crates up to their doorsteps.

NEPTUNE TIME ATTACK 2:00 PLATINUM 0:35
Neptune is sprinkled with moguls that launch your truck into a slow orbit. Restrict your course to the flat regions that are shaded in dark blue, rather than regions that are tinted in pale blue.

OBSIDIAN MILE TIME ATTACK 2:20 PLATINUM 0:55
Obsidian Mile is Angel City revisited, but this time around, you're wearing the Cyclone Suit. You'll flip out of control as soon as you tumble past a building, so somersault down the length of the tenements.

ORION PLAZA TIME ATTACK 2:00 PLATINUM 0:30
On the billiard table, you must plow the TNT into the pockets to blow up the cue sticks. The TNT becomes unstable once you nudge it, so move only one crate at a time or you'll get caught behind the eight ball.

OUTLAND FARM TIME ATTACK 1:55 PLATINUM 1:00
Follow the trench filled with RDUs. When you reach its end, turn right to follow the road to the danger zone. Swing the Backlash into the five buildings that threaten the nuclear carrier, or else you'll buy the farm.

OYSTER HARBOR TIME ATTACK 8:00 PLATINUM 2:55
To win in Time Attack mode, only the demolition of buildings is important. As long as you destroy the seven danger zone buildings before the carrier reaches the holes, you'll accomplish your mission.

SALINE WATCH TIME ATTACK 6:00 PLATINUM 0:45
If you somersault the J-Bomb to smash the beacons, you'll run the risk of rocketing into the ocean. Stay on the safe side by tapping the Z Button when you're hovering above a beacon to drop on top of your target.

SALVAGE WHARF TIME ATTACK 2:30 PLATINUM 0:37
Although the Ballista and Backlash are the faster vehicles, the sluggish Ramdozer is the faster demolisher. Plow through the crates and aim for the center of the clusters to destroy more units at once.

SHUTTLE CLEAR TIME ATTACK 1:30 PLATINUM 0:54
The shuttle needs a runway fast, so don't let NASA down! The Backlash is too slow to mow down a path, so take the left road and follow it to the TNT-flanked building. Detonate the facility to access the Thunderfist.

SHUTTLE GULLY TIME ATTACK 1:50 PLATINUM 0:44
The Skyfall is at its most destructive when gravity gives it a boost. Drive off the gully, ridges and ramps to shoot the buggy into the air. Land it on top of the buildings to renovate them into driveways.

SIDESWIPE TIME ATTACK 1:00 PLATINUM 0:12
The Sideswipe's jackhammers pound out the most damage when they're fully-extended, so stay in the red path to maximize their destructive power. At the yellow arrows, throw your punches at the buildings.

SILVER JUNCTION TIME ATTACK 2:00 PLATINUM 0:30
Twenty-five crates await destruction by the hands of the Thunderfist. It's easy to lose control of the robot when it misses a crate, so tumble only to quickly reach a target, then walk over and step on it.

SIMIAN ACRES TIME ATTACK 0:40 PLATINUM 0:14
Replaying the first level of Blast Corps should be a snap. Race down the road beneath the bridge and bulldoze through the town. You should be able to plow through the danger zone in one go without stopping.

SKERRIES TIME ATTACK 3:00 PLATINUM 1:35
Get behind the wheel of the van or American Dream and take the shortcut after the bridge. If you change the camera angle, you can see a patch of dirt marking the entrance to a tunnel concealed by an illusionary wall.

SKYFALL TIME ATTACK 1:00 PLATINUM 0:04
You have a few seconds to annihilate the four silos. Turbo boost off the ridge and crash-land between two silos to destroy both in one blow. Save time by driving only halfway back up the ridge to gain speed.

SLEEK STREETS TIME ATTACK 1:15 PLATINUM 0:40
If you love it when a plan comes together, hop into the A-Team style van to win the platinum you've been scheming for. At the flashing lights, cut the last corner by swerving left behind the apartment.

TEMPEST CITY TIME ATTACK 1:00 PLATINUM 0:27
Aboard the Ballista, fire up a storm in Tempest City. Have a healthy supply of ammo, because you have nine buildings to demolish. Moreover, maneuver with agility, since, in this level, the Z Button won't act as a brake.

THUNDERFIST TIME ATTACK 3:00 PLATINUM 0:15
It's easy to overlook the tiny crates, but they count toward your goal. To keep the robot's demolition spree rolling, always have something nearby to destroy.

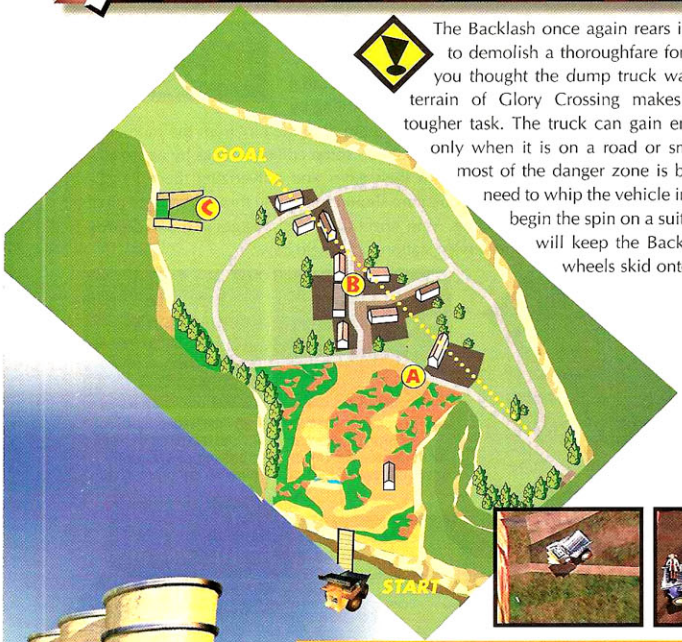
TWILIGHT FOUNDRY TIME ATTACK 1:20 PLATINUM 0:29
To quickly find the 85 RDUs, saddle up in the Ramdozer, since it's fast and can easily tear down any building that's in its way. Plus, you can doze between two lines of RDUs to light up both stretches simultaneously.

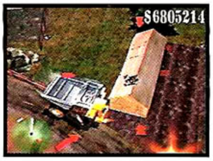
VENUS TIME ATTACK 4:40 PLATINUM 2:15
In this round of galactic blasting, you have to pilot the Backlash into 28 buildings. Swoop off the troughs and slopes dotting the landscape to zip through your targets with the force of a battering ram.

7 GLORY CROSSING

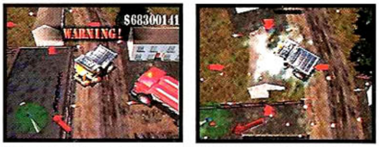
14	0
10	1

The Backlash once again rears its dumper to demolish a thoroughfare for the nuclear transport. If you thought the dump truck was unwieldy enough, the terrain of Glory Crossing makes maneuvering an even tougher task. The truck can gain enough speed to spin out only when it is on a road or smooth surface. However, most of the danger zone is blanketed in grass. If you need to whip the vehicle into some off-road sliding, begin the spin on a suitable surface–momentum will keep the Backlash spinning even if its wheels skid onto the grass.





Ⓐ Begin the spin about half a truck length from your target. If you wait too long, you'll make little impact.



Ⓑ For quick demolition, swing into your target with the Backlash. You can spin out only on smooth areas, so, whenever possible, try to squeeze in a dump truck donut.

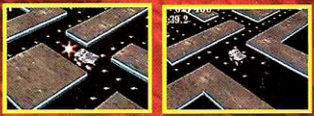
HELP? OF COURSE I'LL HELP. FINALLY, SOMEONE MAKING A STAND!

Ⓒ After finding the last scientist, your team will be ready to conquer the bonus areas and, soon, the entire galaxy.

BONUS AREAS

Until you win the gold medal in the three new bonus areas, the nuclear threat will still be on the loose.

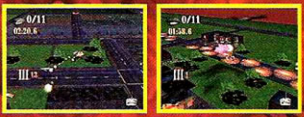
Ⓐ GIBBON'S GATE GOLD 2:00



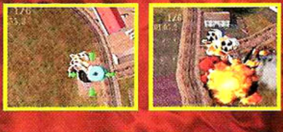
Upon entering Gibbon's Gate, you'll come down with an acute case of Pac-Man fever. To gobble up a win, find all the RDUs before the renegade bulldozers intercept you. As you navigate through the maze, the wandering dozers eventually unite into a herd. The pack will break up, however, if your path zigzags too much.

Ⓑ DARK HEARTLAND GOLD 1:30

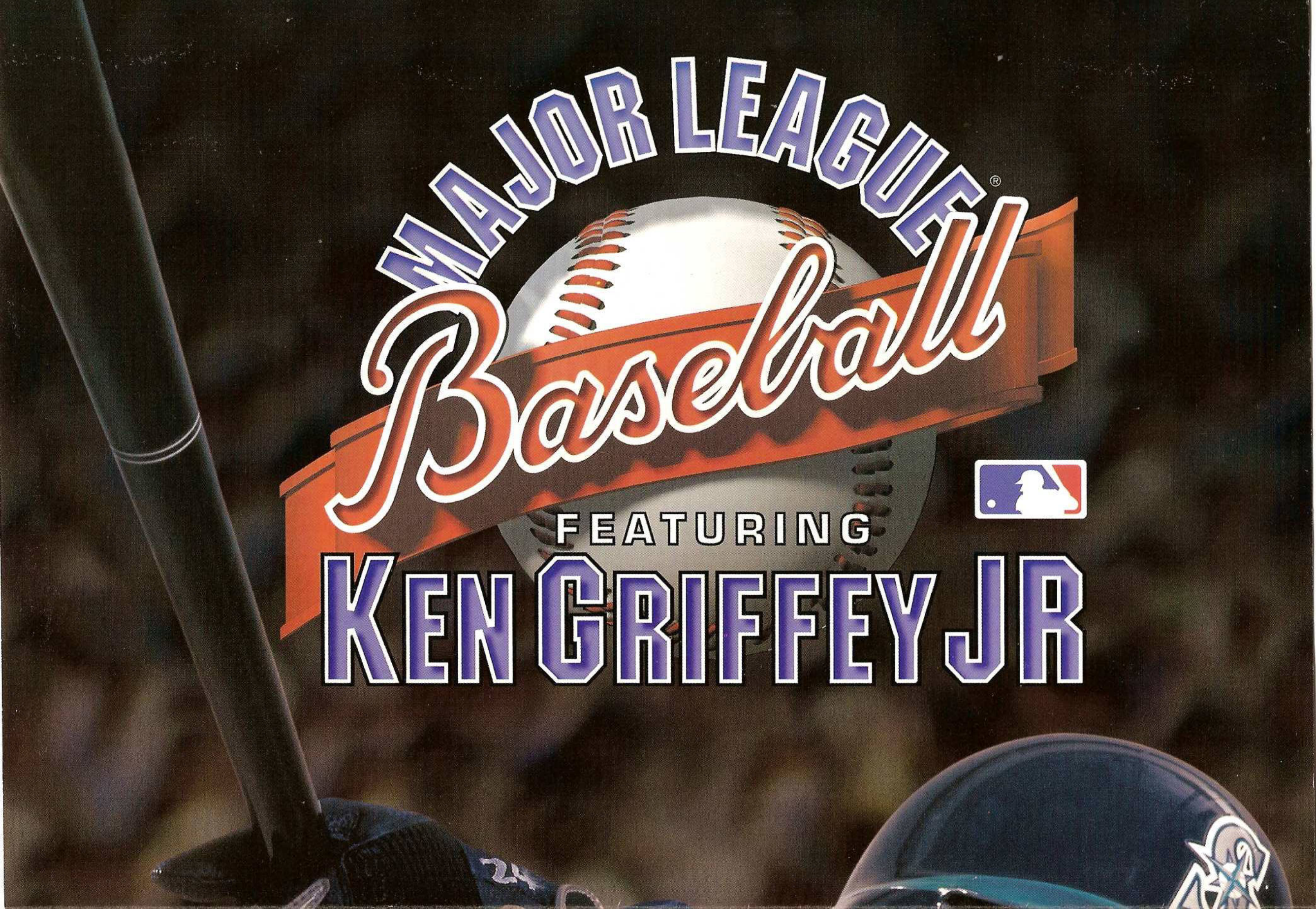
Use your missiles wisely, since the Ballista's power to ram buildings is weak. The prime buildings to ram are the tenement topped with the billboard and its neighboring complexes. Give your cycle's ramming power a boost by speeding over the ruts in the patch of rocky ground adjacent to the apartments.



Ⓒ FALCHION FIELD GOLD 00:30



Study the map of Ember Hamlet, because Falchion Field mirrors its landscape. From your starting point, fly toward the bottom of the screen to destroy the gas plant. Follow the train tracks to stomp the second gas plant, then fly toward the L-shaped building to destroy the other plants located about the residential area of the town.



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Nsider Preview

NINTENDO POWER'S GUIDE TO E3

NINTENDO POWER®

E3 And Beyond

The majority of new video games may be released in the final three or four months of the year, but they are previewed at the Electronic Entertainment Expo, or E3, early in the summer. This year, retailers, journalists, and industry players from around the world will gather in Atlanta in June to check out the hottest games for the upcoming season. Nintendo Power has compiled this exclusive, insider preview of the awesome N64 lineup that will debut at the show. Some of these games were so top secret that they have never even been mentioned to the public before. Prepare to be amazed.

Nintendo Power Previews E3 in Atlanta and Upcoming N64 Games

THE POWER OF N

This year's E3 show in Atlanta will prove that the past nine months gave gamers just a taste of the power of the N64. The new games being shown here continue pushing the boundaries of interactive entertainment, innovation and intensity. Super Mario 64, Wave Race 64, Turok: Dinosaur Hunter and Mario Kart 64 stunned the gaming world last year. This year, expect the games to go even further with dozens of titles filling out the growing N64 library featuring the highest quality gaming, graphics and fun found on any video game system.

"The N64 reached the two million mark in just five months, while PSX took all of 15 months, and Saturn took 21 months to reach only one million units."
–Peter Main, Nintendo of America's Vice President of Marketing.

In the following pages, you'll glimpse the Power of N in many shapes and forms. We'll look in on the midlands of England where Rare Ltd. continues to awe developers and gamers with the highest level of technical excellence. Rare and Nintendo unveil a number of exceptional titles this year—titles that are sure to be heralded as the new standard in the industry. No less magical are the games in progress in Japan at Nintendo Company Ltd. under the direction of the most talented and prolific game developer of all, Shigeru Miyamoto. But Rare and Nintendo aren't alone. The N64 has enough power for everyone, and developers from around the globe are discovering that they can take their games to the Power of N in innumerable ways. Acclaim's developers at Iguana Entertainment and Probe Entertainment have tapped the power in their upcoming titles, NFL Quarterback Club '98 and Extreme–G. The developers at Asmik captured the power of N for THQ's WCW VS. NWO: World Tour, while Boss Studios is using the power to bring Kemco's Top Gear Rally to life. This list could go on and on, from the incredible dream shop at DMA Design (Body Harvest and Space Station: Silicon Valley) to the energetic arcade action coming at you from Midway (San Francisco Rush). But the best way to let you feel the Power of N is to let you see it for yourselves. And that's exactly what you'll do when you turn the page.

POWER
891.7 MAX
864.0 km/h
3686
4882 m

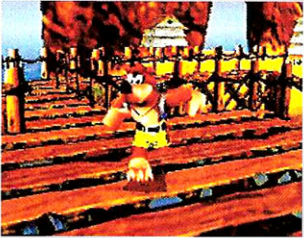
FALCO
He can sure be a pain in the neck.

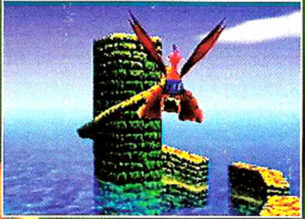
RELEASED N64 GAMES

- BLAST CORPS
- CRUIS'N USA
- DARK RIFT
- DOOM 64
- FIFA SOCCER 64
- HEXEN
- KILLER INSTINCT GOLD
- MARIO KART 64
- MORTAL KOMBAT TRILOGY
- NBA HANGTIME
- PILOTWINGS 64
- STAR WARS: SHADOWS OF THE EMPIRE
- SUPER MARIO 64
- TUROK: DINOSAUR HUNTER
- WAR GODS
- WAVE RACE 64
- WAYNE GRETZKY'S 3-D HOCKEY

Rare Gifts

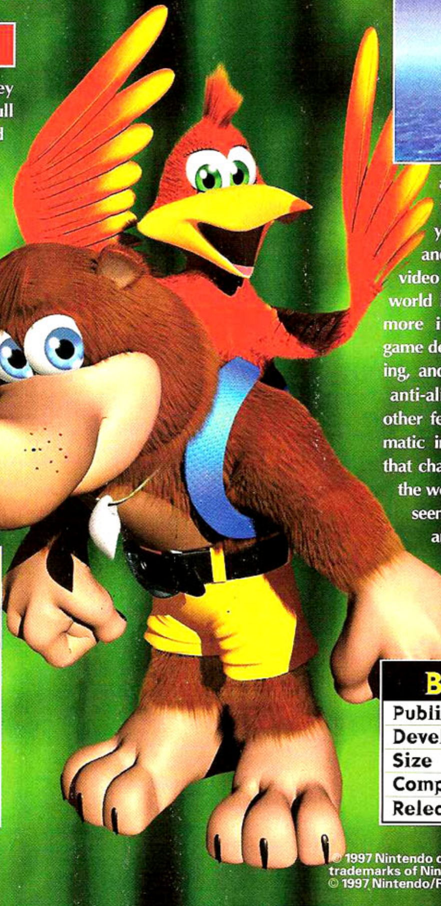
What makes this developer and its games so special? A lot of competitors would like the answer to that. Rare has been planning for today's world of the N64 for many years. Joel Hochberger and Tim and Chris Stamper, the fearless leadership team at Rare, knew back in the 8-bit era that the future belonged to advanced technology. They recognized that a new generation of super games would be required once the new processors were available. Donkey Kong Country was just a taste of what the future had to offer. At this E3, with the worldwide debut of Banjo-Kazooie, GoldenEye and Conker's Quest, Rare is finally realizing its dream.

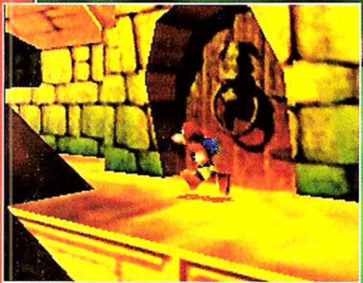




BANJO-KAZOOIE

Banjo-Kazooie takes a page from Disney in creating a rich, animated world full of fun animals and great music. The biggest difference is that Disney never lets you into the picture. In contrast, Banjo-Kazooie players control the team of Banjo (a bear) and Kazooie (a bird) as they explore a magical world. Each character has specialized functions, so if you want to stomp ants you use Banjo and if you want to fly around a tower you use Kazooie. When you combine the abilities of bird and bear, you get the most versatile video game hero/heroes ever. But the world in which the duo travels is even more impressive than the innovative game design. Rich textures, creative lighting, and the use of the N64's powerful anti-aliasing, LOD management and other features results in an almost cinematic image. Combine this with music that changes subtly as you move through the world and animated characters who seem as alive as any Disney character, and you have a remarkable game. Banjo-Kazooie is slated for a fall release in North America and is guaranteed to be a monster hit on the scale of DKC.





Banjo-Kazooie

Publisher	Nintendo
Developer	Rare Ltd.
Size	128 Megabits
Complete	60%
Release	Fall 1997

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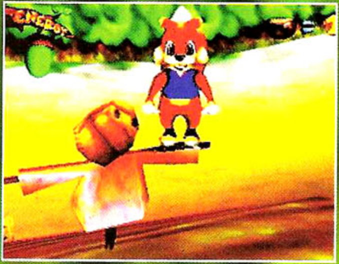
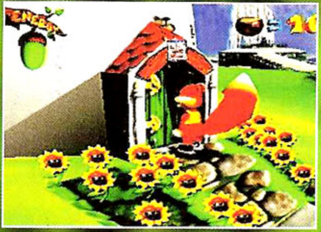
CONKER'S QUEST

Conker's Quest is the working title of a one-player game starring a heroic pair of squirrels that also looks as detailed as an animated film, or perhaps even more so. Conker's Quest will be the first title published by Rare under the Rare/Nintendo partnership and distributed exclusively by Nintendo. As in Banjo-Kazooie, the action in this game takes place in an open, 3-D world in which animals are the heroes and villains. Conker and Berry, a girl squirrel, scamper about, solving puzzles and defending themselves with well-placed whacks from their bushy tails. A release date for this incredibly rich game has been set for December.



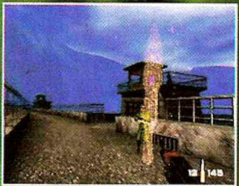


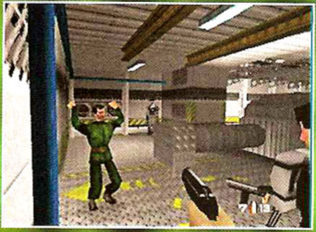
Conker's Quest

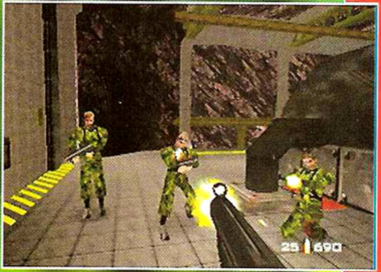
Publisher	Rare Ltd.
Developer	Rare Ltd.
Size	Undisclosed
Complete	40%
Release	December 1997

GOLDENEYE

Perhaps the most amazing game from Rare turns out to be one you've seen before, but not like this. GoldenEye has undergone significant development since it was last previewed in Nintendo Power. The game now sets a new standard for first-person action games, both in game play and presentation. It's no longer just a shooter. In the main missions, Bond has a long list of mission objectives to meet. Instead of simply blasting everything in sight, you must sneak through certain areas, download computer secrets, find hidden items, unlock doors, save innocent people, drive a tank and use cool gadgets from Q Branch. So there's a lot to do. There's also a lot to see and hear. Many of the 3-D areas are vast and filled with hidden items and characters. For example, in Turok: Dinosaur Hunter, the large areas were masked with fog so that your line of sight was limited. But in some stages of GoldenEye, you can see the equivalent of miles. As for graphic realism, GoldenEye goes to unbelievable lengths. The animated characters move and behave like real people. They also have enough intelligence to hunt you through the corridors of buildings or track you through the snow of Siberia. The multi-player mode and options may be the best found in any game. GoldenEye also makes excellent use of the new Rumble Pak.







GoldenEye 007

Publisher	Nintendo
Developer	Rare Ltd.
Size	96 Megabits
Complete	100%
Release	August 1997

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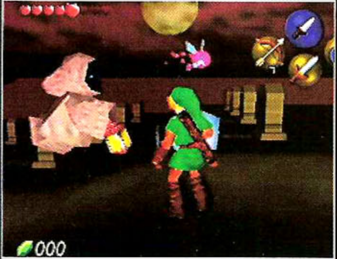
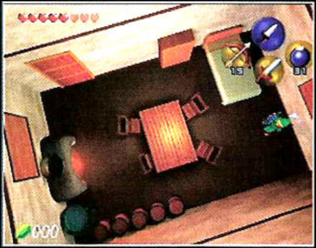
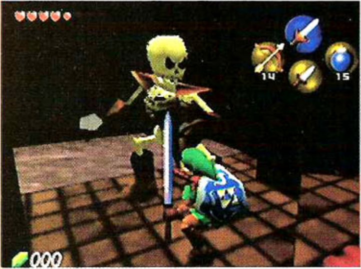
Miyamoto's Magic

No single human has had as much influence on video gaming as Nintendo's Shigeru Miyamoto. It should come as no surprise that the creator of Mario, Zelda, Yoshi, Fox McCloud and dozens of other beloved characters drove the development of the N64 by his vision of what games could become. His vision today continues to extend into previously undreamed of realms of gaming with his development of Zelda 64, Yoshi's Island 64 F-Zero 64, EarthBound 64 and other Nintendo 64 Disk Drive titles for '98 and beyond. Zelda, Yoshi and F-Zero will appear in demo form only at E3, but anyone who sees these tapes will see at once both the depth of gaming and the quality of the technical accomplishments of these games.

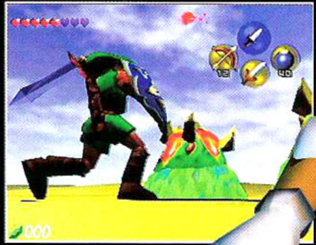


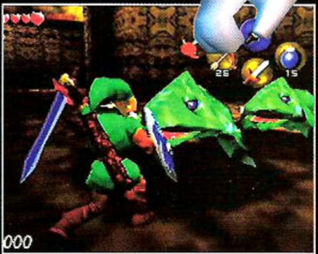
ZELDA 64





Zelda 64 follows in the footsteps of the greatest adventure series of games ever conceived. The Legend of Zelda and Zelda II: The Adventure of Link for the NES gave gamers open worlds filled with mystery and danger. They were free to explore large worlds and interact directly with good guys, bad guys, magical beings and puzzles. In The Legend of Zelda: A Link to the Past for the Super NES and The Legend of Zelda: Link's Awakening for Game Boy, Mr. Miyamoto made the worlds even richer while preserving essential elements of the game like direct combat and manipulation of the environment. Now, in Zelda 64, it is the interactive element that reaches new levels. Players will move about in 3-D space with Link as he explores the dungeons, towns and wilderness areas of the game. Extraordinary graphics effects are making Zelda 64 one of the most beautiful games ever created, as you can see in these screens. What you can't see is the immersive feel that you will get playing the game. As in Star Fox 64, Zelda 64 players will deal with many characters and the story or events that take place during the game will come alive in dialogue and 3-D animation. Zelda 64, at 128 megabits, should be the undisputed heavyweight when it is released early next year in North America.





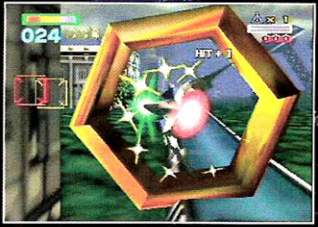
Zelda 64

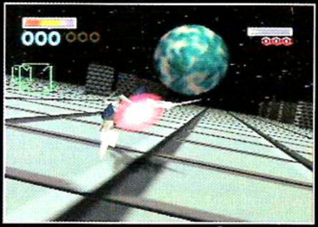
Publisher	Nintendo
Developer	EAD/Nintendo
Size	128 Megabits
Completion	50%-70%
Release	Early 1998

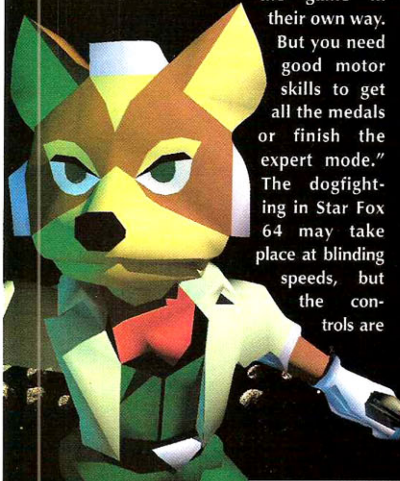
• Zelda 64
• Yoshi's Island 64
• Star Fox 64

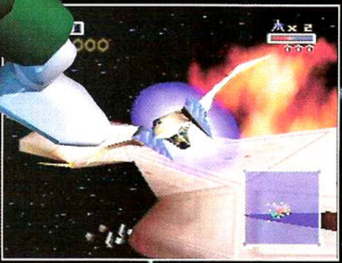
STAR FOX 64

The best news of all from Shigeru Miyamoto's Magical toy box is the arrival of Star Fox 64. With the direct feedback experience of the Rumble Pak, and character speech throughout the game, Star Fox 64 takes immersive gaming to a new level. In a recent interview with Nintendo Power, Mr. Miyamoto told us that Star Fox 64 is a game for players of every type: male, female, young and old. "It is balanced so that players of any skill level can play the game in their own way. But you need good motor skills to get all the medals or finish the expert mode." The dogfighting in Star Fox 64 may take place at blinding speeds, but the controls are so intuitive and smooth that players slip on the role of ace pilots as easily as they might slip on a banana peel—and it's much less painful. The deceptively simple Rumble Pak adds yet another dimension of reality to the already packed Star Fox 64. You feel every enemy shot rock the controller in your hands, like a flight stick that jerks when a plane is slammed by a missile. It adds to the sense of surprise and anticipation. Once you've played Star Fox 64 with the Rumble Pak, you won't want to fly without it.







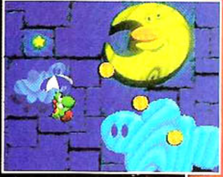


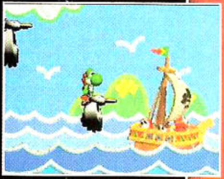
Star Fox 64

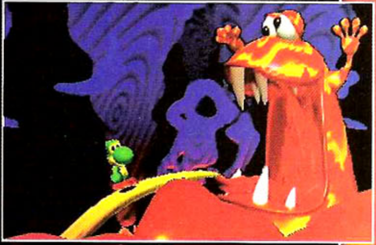
Publisher	Nintendo
Developer	EAD/Nintendo
Size	96 Megabits
Completion	100%
Release	June 30th

YOSHI'S ISLAND 64

Other contenders for the title may also come from the Miyamoto trust at Nintendo's EAD development group. Yoshi's Island 64 is forging a new path for 2-D action games, utilizing the power of the N64 to create stunning backgrounds and sprites in a complex platform adventure. The game is based on the hit Super NES title from two years ago, but it goes much further in its goal of presenting a rich, artistically unique gaming world. In Yoshi's Island, both game designers and game artists leave their mark on the canvas. Mr. Miyamoto says that the game will try to make new, creative uses of the N64 Controller as well.





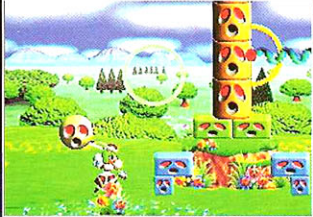


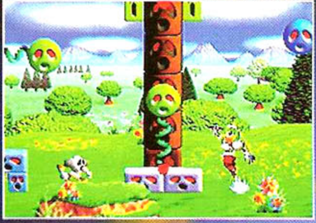
Yoshi's Island 64

Publisher	Nintendo
Developer	EAD/Nintendo
Size	96 Megabits
Complete	50%-70%
Release	Fall 1997

Scanning the Globe

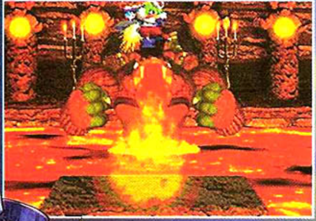
Nintendo of America has searched the globe for quality games to add to the N64 library. This fall, three of those games will make their debuts in North America: Mischief Makers from Enix in Japan, Tetrisphere from H2O in Canada and Body Harvest from DMA Design in Scotland, which just proves that the power of N is a worldwide phenomen-N.

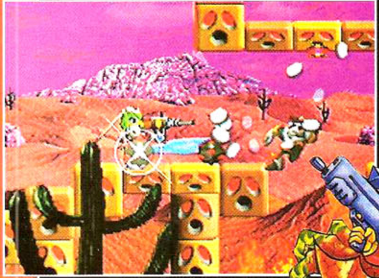


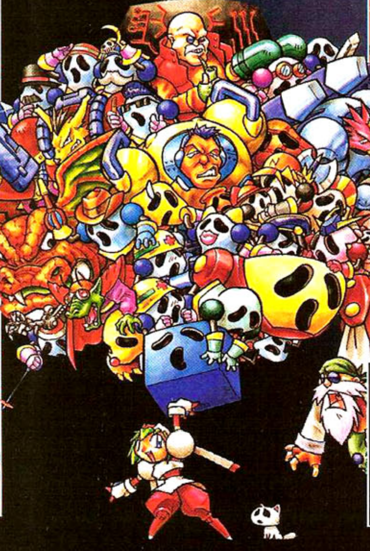


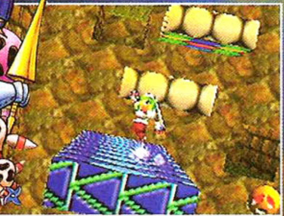
MISCHIEF MAKERS

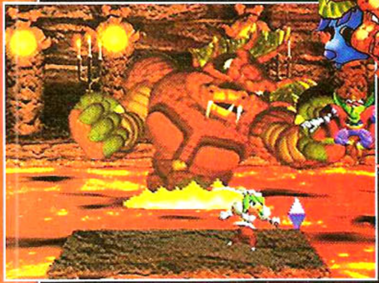
Mischief Makers was released recently in Japan by Enix under the name Go, Go Troublemakers. Under a new name in North America, and with translated screen text, Mischief Makers becomes the first prerendered, 2-D action game for the N64. Some people are calling it a 2½-D game like Yoshi's Island 64 since the backgrounds and sprites were originally rendered in 3-D. No matter how many Ds there are, the game is full of action. Marina, a robot in search of the scientist who created her, stars in this side-scrolling title. Through five, 12-stage worlds, Marina practices an unusual method of combat as she attempts to grab and shake her opponents into submission. As for the story, apparently, the Emperor of Nendoro has raised an evil army that stands in Marina's way. As you might expect from an Enix game, Mischief Makers has an involving plot with lots of characters to talk to, even though this is an action title, not an RPG. Other adventure elements include item shops, hospitals, villages and puzzle-solving. Mischief Makers is a true hybrid, mixing action and adventure elements with rich ACM graphics.







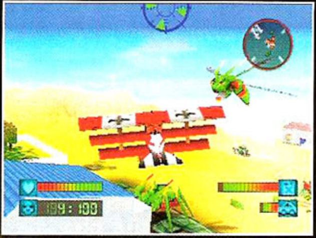


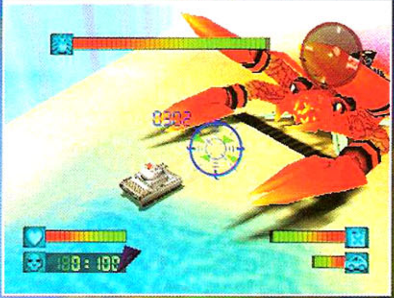


Mischief Makers

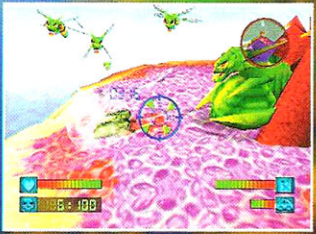
Publisher	Nintendo
Developer	Enix
Size	96 Megabits
Completion	100%
Release	October 1997

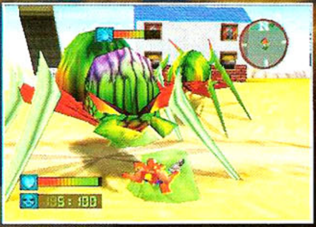
BODY HARVEST

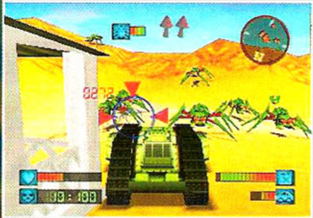




Body Harvest from DMA Design presents a puzzle of another sort. In this game, you must go backward in time to counter an invasion of alien insectoid creatures who are wiping out (and devouring) humanity in your own time. When you do so, you find aliens swarming over the landscape, so it's up to you to do what you do with bugs, which is swat them. At your disposal are more than 90 vehicles, some specially designed for treacherous landscapes. The six levels are broken into four stages each, and each level corresponds to a different place and period in time. For example, your first bug hunt takes place in Greece in 1916. The ambitious project has gone from an early action game design to what is now being called an action-RPG because there are puzzles and characters as well as shooting. With a track record that includes hits such as Lemmings and Uniracers, DMA Design has proven to be one of the most creative game developers in the world. Body Harvest holds true to that legacy.





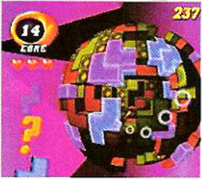


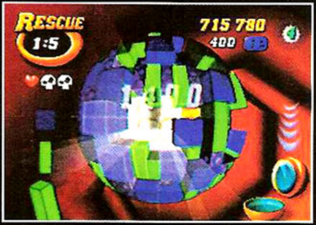
Body Harvest

Publisher	Nintendo
Developer	DMA
Size	Undisclosed
Completion	50%-60%
Release	Fall 1997

TETRISPHERE

The long-awaited Tetrisphere is finally on its way, and the wait was worth it. The first action-puzzle game for the N64 makes use of the 3-D capabilities of the system both for the graphics and game design. At the heart of Tetrisphere is a sphere composed of different pieces shaped like Tetris blocks. By dropping similarly shaped blocks on pairs or larger groupings of adjacent blocks on the sphere below, you knock off blocks to reveal what's in the center of the sphere. When you get to the center, you win. The six modes of play include Rescue, VS. (a two-player mode), Time Trial, Hide-and-Seek, Puzzle and VS. CPU. The play is captivating, which should come as no surprise since Alexei Pajitnov, the creator of Tetris, consulted on this game during its development. Tetrisphere also features a techno soundtrack and a useful training mode for learning the intricacies of this unique puzzler.



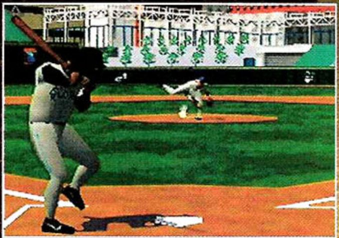


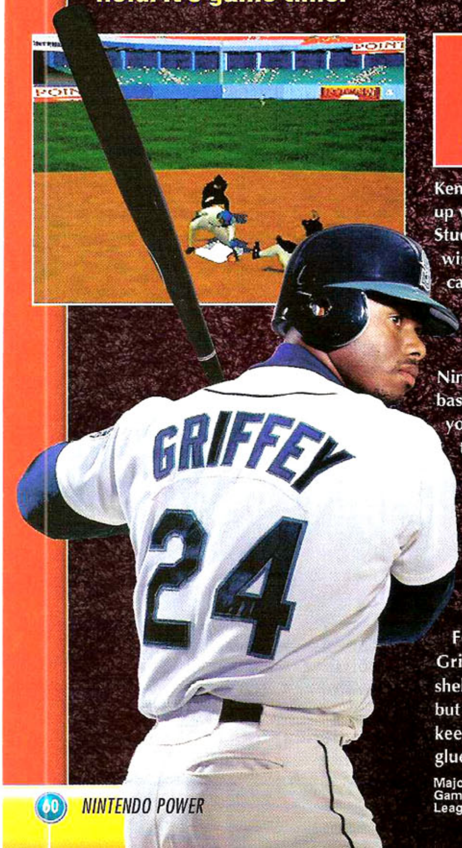
Tetrisphere

Publisher	Nintendo
Developer	H2O
Size	64 Megabits
Completion	100%
Release	Summer 1997

Real Sports

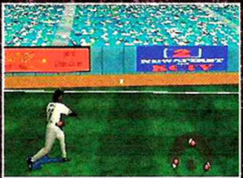
Gamers anxious to play their favorite sports on their favorite video game system will soon have more options than ever before. N64 sports games have been slow in coming, but their quality has been exceptional. Wayne Gretzky's 3-D Hockey, FIFA Soccer 64 and International Superstar Soccer 64 (a.k.a. J League Perfect Striker in Japan) have raised the bar for sports simulations on video games. With Nintendo's MLB Featuring Ken Griffey Jr., ISS 64 and NFL Quarterback Club '98 from Acclaim, the bar goes even higher...and the names seem to get even longer. Whether you consider pro wrestling a sport (or just entertainment), there's no doubt that THQ's WCW VS. NWO: World Tour will be a winner, as well. So strap on your virtual cleats and head for the field. It's game time.





MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Ken Griffey Jr. spent several days tied up with the development team at Angel Studios last year—literally. He was wired from head to toe for motion-capture sessions that provided the animation data for his signature picture-perfect swing. It's almost eerie how real Junior looks in Nintendo's upcoming baseball game when you see him swing the bat and belt the ball over the fence. You can almost hear Roger Maris groan. Certainly the animation will turn heads when MLB Featuring Ken Griffey Jr. hits the shelves this September, but the game play will keep baseball fans glued to their N64s.



The development team included experts from Angel, Nintendo, and Major League Baseball, not to mention Ken himself. The resulting baseball experience combines realism with fun. Reality, apart from the 35,000 frames of incredible animation, comes from MLB and MLBPA licenses. You get real teams, real players, even real stadiums modeled in 3-D. For fun, you get season play, one-on-one matchups, Home Run derbies, World Series action, and teams that you can edit to create the ultimate fantasy lineup. You also get intuitive use of the N64 Controller, with the C Buttons representing the diamond and the Control Stick giving you precision control over pitch placement. They say that baseball doesn't really heat up until September, and this year, they're right.

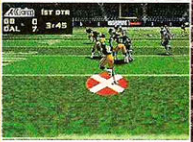
Major League Baseball Featuring Ken Griffey Jr.	
Publisher	Nintendo
Developer	Angel Studios
Size	96 Megabits
Complete	80%
Release	September 1997

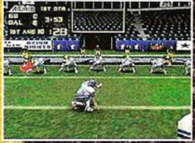
Major League Baseball® Featuring Ken Griffey Jr. and Ken Griffey Jr. Presents Major League Baseball®: Game Boy Edition - Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. © MLBPA. Official Licensee-Major League Baseball Players Association.

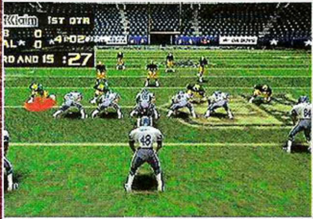
- Major League Baseball Featuring Ken Griffey Jr.
- NFL Quarterback Club '98
- WCW VS. NWO: World Tour
- International Superstar Soccer 64

NFL QUARTERBACK CLUB '98

NFL Quarterback Club '98 is the stunning creation of, Iguana Entertainment, the developers of Turok: Dinosaur Hunter. Even at this early stage, QB Club looks amazingly realistic, both in the level of detail and the quality of the animation. When you combine this with a camera that can zoom right into the huddle or float above the stadium to catch a soaring punt, you get the most realistic football game ever made for a video game system. It may sound like so much hype, but QB Club will change the way you think about sports games. Acclaim has included a full team of licenses, as well, including the NFL and NFLPA along with the NFL Quarterback Club competition. Brett Favre of the Packers will be featured in the game, both as a character and as a designer of custom plays.



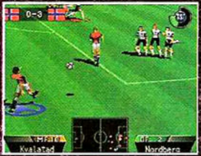


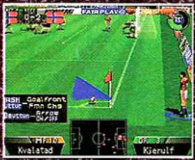


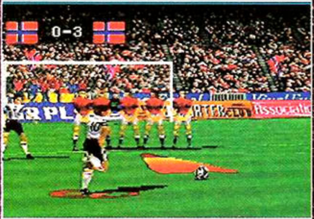
NFL Quarterback Club '98	
Publisher	Acclaim
Developer	Iguana Entertainment
Size	96 Megabits
Completion	50%
Release	November 1997

INTERNATIONAL SUPERSTAR SOCCER 64

The other football, which we still stubbornly call soccer here in the U.S., is featured in Konami's International Superstar Soccer 64. ISS 64 features excellent arcade-style control for one to four players in an international soccer competition setting. The tightly synchronized play-by-play announcer calls the shots as accurately as a live announcer, which is pretty remarkable for a video game. Even more impressive is the AI of the computer controlled players, who seem to anticipate your moves and needs. Due for release in July, ISS 64 is the ultimate kick.



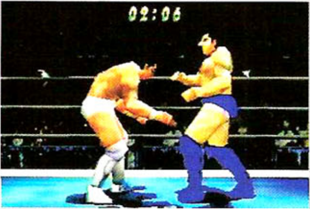


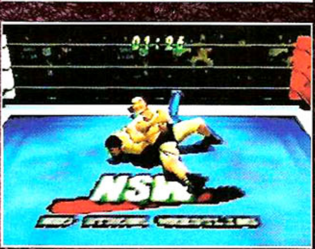


International Superstar Soccer 64	
Publisher	Konami
Developer	Konami
Size	64 Megabits
Completion	100%
Release	July 1997

WCW VS. NWO: WORLD TOUR

Calling professional wrestling a sport may be a stretch, but the action and animation in WCW VS. NWO: World Tour makes for pure, multi-player fun. In Japan, this game will be released as Ultra Battle Royal by Asmik, but here in North America, THQ has added the WCW/NWO license and included dozens of the most popular wrestlers on the circuit. In all, there will be 80 or more wrestlers, each with more than ten special moves. The action inside and outside of the ring is fast, furious and fun. Some of the moves are so spectacular (not to mention ridiculous) that they will never be matched in the live ring. That lack of reality just adds to the appeal of WCW VS. NWO, since the name of the game is spectacle.

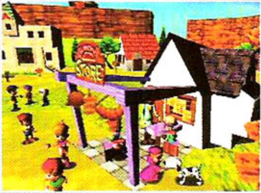




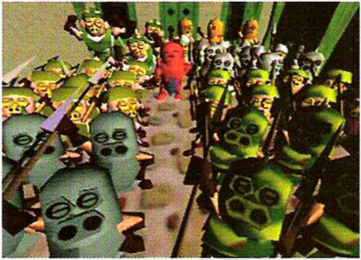
WCW VS. NWO: World Tour	
Publisher	THQ
Developer	Asmik (Japan)
Size	96 Megabits
Completion	60%
Release	Oct/Nov 1997

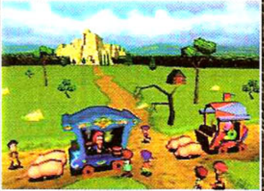
Adventures and Dreams

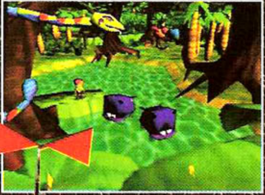
Although gamers around the world are dying to get their hands on Zelda 64, plenty of other adventures and RPGs are on the way for the N64 from Nintendo and other publishers. Currently, it looks as if 1998 will be the windfall year for epic games, but the flood may begin earlier depending on the speed of development.

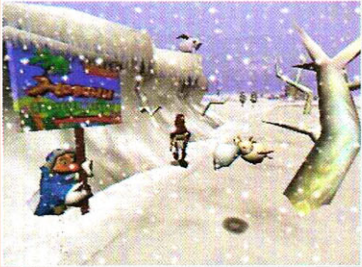


EARTHBOUND 64

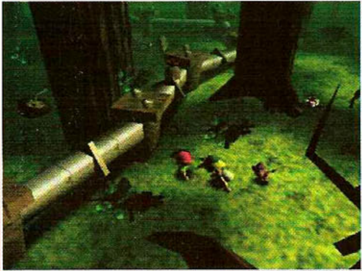


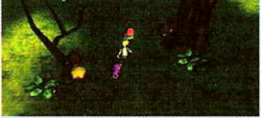






We don't have a great deal of information on any of these games yet, but we have seen screen shots of them all, which reveals a lot. EarthBound 64 from Nintendo is presently scheduled to be the first game for the Nintendo 64 Disk Drive now that Zelda will appear in Game Pak form before being released as an expanded Nintendo 64 Disk Drive version. Even though the game won't appear for some time, EarthBound 64 already shows tremendous promise. The many screen shots sent to us over the past several months from the development team at EAD only serve to whet our appetites for this unusual epic title. Already we have seen a shadowy forest region, the village of Tazmily and a great battle that takes place in the desert. We have even met characters such as Ryukka, who wanders in the woods, and Duster, who sleeps all day. Like the original EarthBound for the Super NES, EarthBound 64 departs from the fantasy tradition of most RPGs and introduces players to a strange and often humorous world. With Shigeru Miyamoto directing the project, we expect great things.

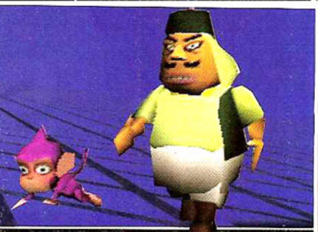




EarthBound 64

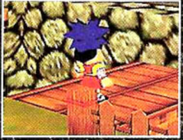
Publisher	Nintendo
Developer	EAD/Nintendo
Size	512 Megabits
Completion	40%
Release	1998

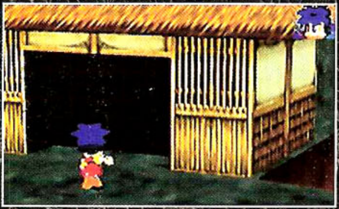
- EarthBound 64
- Dracula 3-D
- Goemon 5
- Quest 64

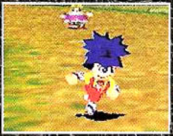


GOEMON 5

Konami's Legend of the Mystical Ninja (which is not a final name) is called Goemon 5 in Japan. The game is an adventure featuring action and RPG elements. While players can wander freely about in most stages, there is a linear progression to the sequence of play. Also, expect some variety, from shooting to fighting. Since you have to battle enemies by hand rather than by using a battle menu, the game has more of a Legend of Zelda feel than that of a true RPG. The excellent graphics depict traditional Japanese themes, but the play is classic video game stuff that no gamer will have trouble understanding.



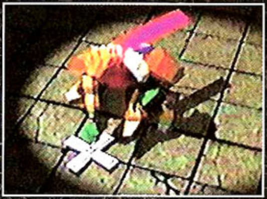


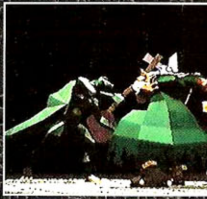


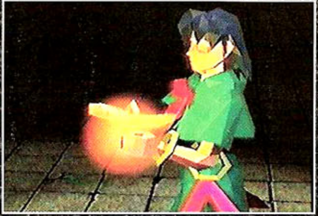
Goemon 5	
Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	50%- 70%
Release	Winter 1998

DRACULA 3-D

Konami's second adventure title, Dracula 3-D, harkens back to the Castlevania series, but vampire hunting in 3-D will be a much greater challenge. Gone are the side-scrolling traps and enemies of the original series, replaced with full 3-D environments. The new generation of Belmonts has new weapons, including swords, magic, and acrobativ jumps, and abilities to help them stave off the creatures. Combining action with a rich tradition and story should result in a game that falls squarely into the realm of adventure. In fact, some of the first screen shots taken of Dracula 3-D are easily mistaken for shots of Zelda 64. That's quite a compliment to the developers in Osaka. This one will be big.



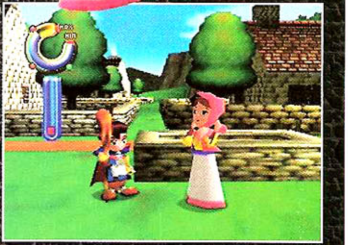




Dracula 3-D	
Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	40%
Release	Winter 1998

QUEST 64

As for THQ's Quest 64, which may well receive a new name very soon, almost nothing is known of the story. Power has previewed a very early walk-about version in which we hiked through a mountain village, met a few villagers, then continued up into the hills. It was obvious from this quick look that the development team at Imagineer in Japan has a good eye for detail and a sound understanding of the hardware. (Other Ima-gineer games such as MRC and Power Pro Baseball have looked equally well-crafted.) Quest 64 should appear in 1998, probably by ear-ly Spring.



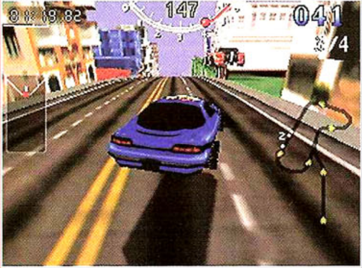
Quest 64	
Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	50%- 70%
Release	Early 1998

Speed Rules

Speed demons of the world no longer need to go to the race track for their motor sports. Seven racers are in the works for release by the end of the year or early in 1998. We've taken them all for a spin, except for F-Zero, which will appear at E3 only as a demonstration video. Of the other racers, each has its own strength.

SAN FRANCISCO RUSH

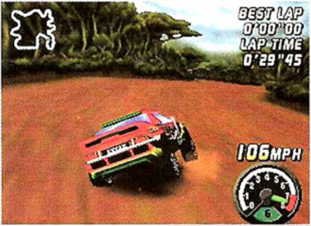
San Francisco Rush will be familiar to arcade players who have made it one of the top quarter munchers of the year. Midway's Atari Games development group (which created Gretzky's 3-D Hockey for the N64) excels at making N64 versions of their top arcade releases. In the case of Rush, expect incredibly high speeds, branching courses, crash damage, realistic graphics and sound, and at least twice as many tracks as are in the arcade game. Now that's a rush.



San Francisco Rush	
Publisher	Midway
Developer	Atari Games
Size	64 Megabits
Completion	60%
Release	November 1997

TOP GEAR RALLY

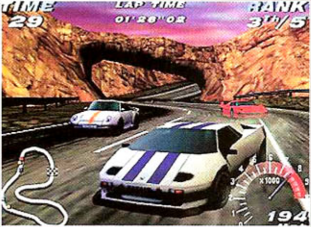
Top Gear Rally from Kemco is the dream game for racing fans who want reality in whopping doses. An exacting physics model makes the cars in Rally more realistic than anything else on the virtual road. One lap on these challenging courses takes as long as three minutes to complete, so a race of three laps will keep you glued to the tube for about ten minutes. That's a lot of concentration, but the reward is great, too. As for the graphics, Boss Games Studio has created some of the most realistic cars and road environments ever, rivaling the high-powered arcade machines. Race fanatics will eat this one for breakfast, lunch and dinner, not to mention constant snacking. We expect the racing for one or two players to begin in September.



Top Gear Rally	
Publisher	Kemco
Developer	Boss Game Studio
Size	64 Megabits
Completion	70%
Release	September 1997

LAMBORGHINI 64

Bet you never thought that your N64 would put you in the driver's seat of a Lamborghini Diablo. But Lamborghini 64 from Titus does just that, pushing the polygons for a realistic looking road racer featuring some of the coolest cars in the known universe including Lamborghinis, Ferraris and Porsches. With an arcade mode, tournament mode, time trial mode and VS. mode, players will have lots of ways to drive these dream cars. The four courses in Lamborghini feature a wide range of driving conditions and challenges for both arcade and simulation drivers. This will be the game for players who dream of the good life.

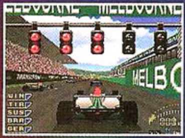


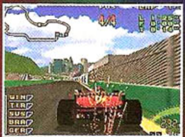
Lamborghini 64	
Publisher	Titus
Developer	Titus
Size	64 Megabits
Completion	50%
Release	September 1997

- F-Zero
- Extreme-G
- F-1 Pole Position
- Lamborghini 64
- MRC
- San Francisco Rush
- Top Gear Rally

F-1 POLE POSITION

The big daddy of racing is Formula 1, and the sleek F-1 cars are designed with only one goal: to cross the finish line first. F-1 Pole Position sets you down behind the wheel of a hot, Formula 1 racer on one of 16 international courses. Ubi Soft hopes to include a license for real races, drivers and teams. The developers at Human in Japan emphasized realistic handling utilizing the N64 Control Stick to give players the feel of the road. Final tweaking of the game's graphics is going on now. We expect a fast, realistic sim when F-1 is ready for the green light this fall.

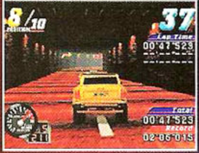


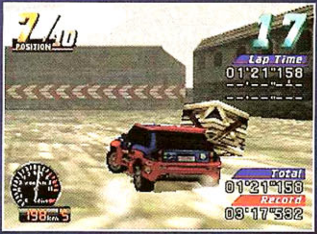


F-1 Pole Position	
Publisher	Ubi Soft
Developer	Human
Size	64 Megabits
Completion	80%
Release	October 1997

MRC

Multi Racing Championship, also known as MRC, was picked up by Ocean of America from Imagineer in Japan. This rally racer features nicely varied courses with changing conditions. It's not just the road surface that changes, but time of day, lighting and weather conditions, as well. MRC also scores points for having branching courses and two-player options. In addition to that, it looks like MRC will also support the Rumble Pak to give you an even more realistic driving experience. The experience is pretty great even without the Rumbler. Tight steering that's easy to master makes MRC one of the most playable racers in the N64 lineup.

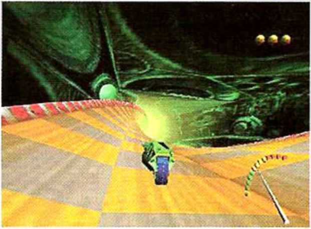




Multi Racing Championship	
Publisher	Ocean
Developer	Imagineer
Size	96 Megabits
Completion	100%
Release	August 1997

EXTREME-G

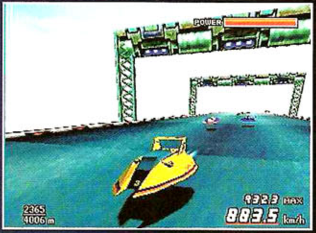
Extreme-G from Acclaim may be one of the hits of the season when it is released this fall. This futuristic motorcycle racer has you careening through sci-fi settings while blasting your opponents with lasers. The courses contain jumps, twists, branches and bad guys who shoot back. The graphics look good and the speed is very high. The development group at Probe Entertainment has grasped the horns of the N64 and clearly knows how to control the beast. The track settings range from a futuristic city and space port to subterranean mines. We can hardly wait to see this game with all of the bells and whistles in place.



Extreme-G	
Publisher	Acclaim
Developer	Probe Entertainment
Size	96 Megabits
Completion	50%
Release	October 1997

F-ZERO 64

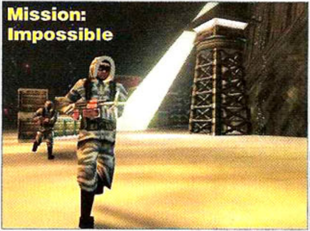
Finally, F-Zero from Nintendo has a lot to live up to. The Super NES F-Zero set the standard for speed and challenge in 16-bit racing. F-Zero 64 may well do the same thing for the N64. Mr. Miyamoto is very excited about this one and talks about a year-end release for the game in Japan, which suggests that North America will see F-Zero in early '98. All in all, it's bound to be a very fast year as the N64 claims the crown for speed.



F-Zero	
Publisher	Nintendo
Developer	EAD
Size	Undisclosed
Completion	30%-40%
Release	Winter 1998

Future Look

Even more N64 games will appear at E3, some on the show floor while others are screened behind the scenes. On these final pages, we'll take a look at many of the games that should be in Atlanta in one form or another. All of these games should also be released within the next nine to twelve months, assuming that development continues smoothly... and that can be a big if. We'll give you our best, insider read on them all—and possible E3 surprises.


Mission: Impossible

THE LINEUP

Midway's prolific lineup will continue to grow with Robotron 64 in August and a whole slew of games in November and December, some of which may slide into the new year. Our look at an early version of Mace 64 revealed very crisp graphics and movement, but just one playable fighter and limited moves. Mortal Kombat Mythologies, starring Sub-Zero in a limited 3-D action game, may turn out to be a big seller. Bio Freaks won't be shown at E3 at all and should be released after the current crop of games, probably next year. Midway also hopes to sneak Quake into the lineup by year's end. Finally, Wayne Gretzky's 3-D Hockey 2 and Joust 64 are also in the works at Midway. These guys must never sleep.

Mace 64

Mortal Kombat Mythologies

Acclaim has had some tough times, but the success of Turok: Dinosaur Hunter shows that the company has the talent and drive to succeed, especially when they take the time to polish a game. Although Acclaim probably won't show anything beyond QB Club and Extreme-G, we may get a sneak E3 peak at some other, undisclosed Acclaim games. Check next month's Pak Watch.

Konami's big push at the show will be to introduce International Superstar Soccer 64, which will launch shortly thereafter, but they will also show Legend of the Mystical Ninja/Goemon 5 and probably a video tape of Dracula 3-D. It's also possible that an undisclosed, licensed title will be announced at the show. Konami may also talk more about its 1998 lineup, which already includes NBA In The Zone '98 and Battle Dancers.

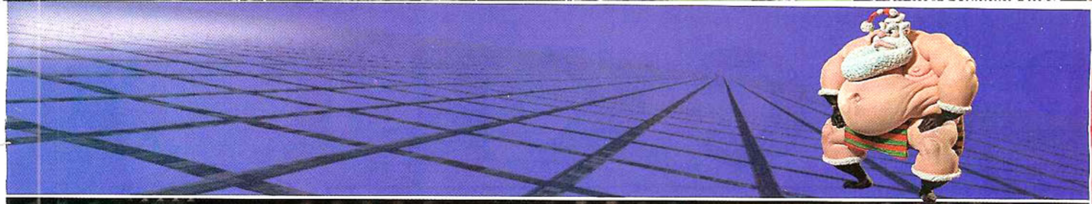
Robotech: Crystal Dream

Mission: Impossible from Ocean will have two to three playable stages ready by E3. That indicates that the game's mechanics and at least some of its complex AI are ready to roll. Chances are this much-anticipated title is rounding the bend, but it won't be finished for another month or two. Expect to see it released just prior to or after the holidays. Space Circus, in development in France, does not seem to be a fall priority, so don't expect anything until next year. Ocean may have a few other surprises up its sleeve that may be revealed at E3.

Gametek's Robotech: Crystal Dream is suddenly a game in search of a publisher. It is also a game in search of some serious programming and gaming tweaks. Don't expect it by the end of the year. In fact, it's much more likely that Wheel of Fortune and Jeopardy! will beat Robotech to the stores. By the way we've taken a look at an early version of Wheel and found it quite playable.

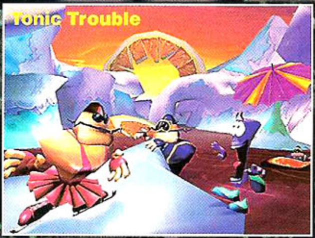
Interplay will show Clay Fighter 63 ⅓ to the press and retailers at E3, but it won't be on the floor. They want to make everyone feel special. As for the game, it's on the verge of completion. The most recent ver-

Clay Fighter 63 1/3

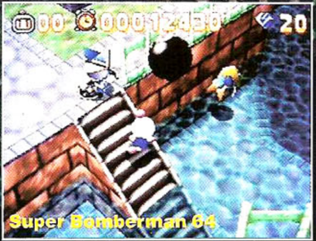


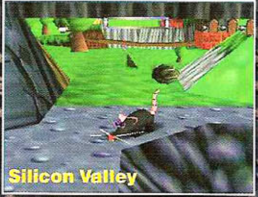
sion we played at Nintendo Power had all the graphic effects, moves and animated breakthroughs. Only the front end and some camera AI was missing. We estimate a realistic release date will fall in August. It's quite likely that an N64 game from Interplay and Shiny Entertainment will be previewed in closed-door sessions at the show. We certainly hope to worm our way in.

Another August release will be Aero Fighters Assault, which will be finished just before the show starts. This aerial fighter mixes arcade and simulation styles of play for an impressive ride. Mc O'River and Paradigm Entertainment will probably announce at E3 that they are working on several more N64 projects.

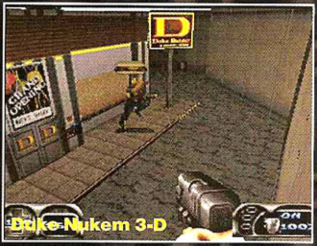

Tonic Trouble

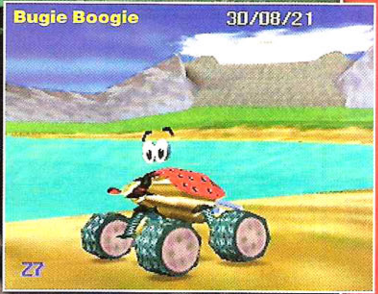
Ubi Soft sent along some shots of Tonic Trouble, once known as HED, which is in the pipeline for a 1998 release. With an unusual graphic style and an open, Marioesque game design, this is one worth watching. Hudson Soft will probably show off Super Bomberman 64. We've seen the current version and like what we see so far. Dual Heroes may also make the trip to Atlanta along with three sports games and a shooter. GT Interactive will concentrate on Hexen, which should be released just prior to the show, and Duke Nukem 3-D, next up on its list of N64 releases. Ultra Combat seemed stuck in the mire of endless development for now. Virgin's promise of a playable Freak Boy may be realized, but it may appear only in some demonstration form or on video tape. We aren't willing to make a release estimate on that one. BMG's Space Station: Silicon Graphics is probably a good ways out, too, even though we've seen some impressive glimpses from DMA Design, the game's developer. Titus has hinted at the possibility of showing off some Superman scenes, but its big show effort will be with Lamborghini, going so far as to bring a Lamborghini Diablo onto the show floor. Now that's flash.

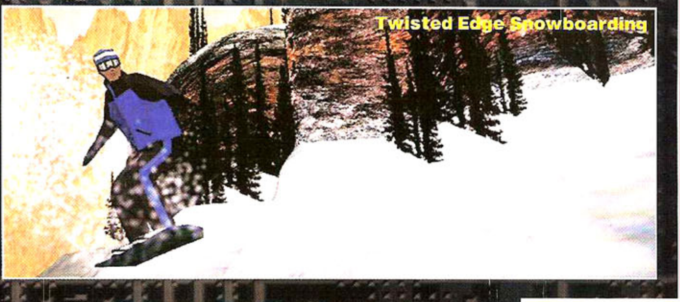

Super Bomberman 64


Silicon Valley

As a final treat, Nintendo's Bugie Boogie has taken a new direction and Kemco has provided a cool SGI shot of Twisted Edge Snowboarding, now in development at Boss Game Studios. Kemco will show some video footage at the show and hopes to release the game in early 1998. Even though this demo shot was taken off the high-end SGI, the polygon count of the boarder is realistic for use with the N64, and we've seen some marvels from Boss. We've got even more stunning shots of this future game ready for next month's Pak Watch. E3 is just the beginning.


Duke Nukem 3-D


Bugie Boogie

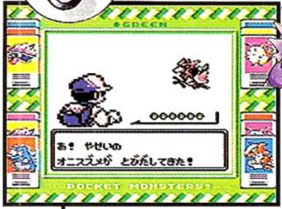

Twisted Edge Snowboarding

POCKET M

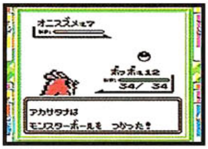
POCKET MONSTERS INVADE JAPANESE GAME MARKET!

Rather than destroying major cities and causing general chaos, Pocket Monsters are stirring up a frenzy among Japanese gamers. The secret to the monsters' phenomenal success is a clever mix of collectibility and game play.

MONSTROUS SUCCESS


GREEN
POCKET MONSTERS!

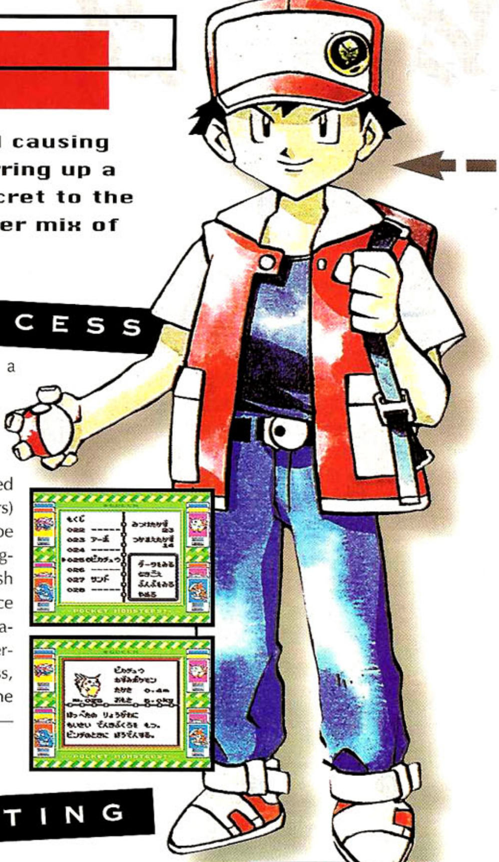
あ！ やせいの
オニスズメが とびだしてきた！


オニスズメ:L7
HP:
ポッポ:L12
HP:
34/ 34

アカサタナは
モンスターボールを つかった！

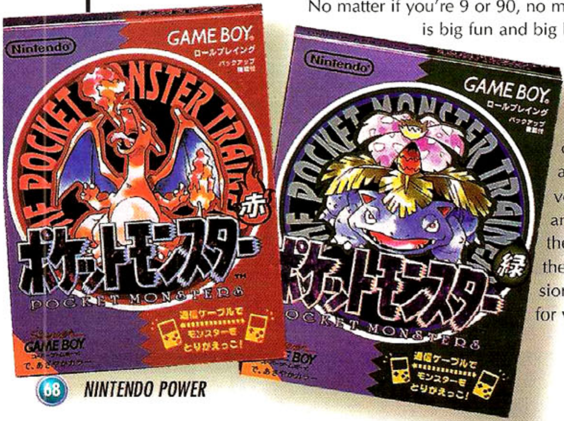
Pocket Monsters follows the adventures of a young monster hunter as he tries to capture 150 different monsters for his collection.

Pocket Monsters began its life as a modest-selling RPG by Nintendo for the Game Boy, but after it was featured in its own comic series, it quickly morphed into a huge pop phenom. Now the Poke-Mon (pronounced "poh-kay mon," short for Pocket Monsters) phenomenon in Japan must be seen to be believed. Poke-Mon players can purchase figures, stamps, puzzles, trading cards, plush dolls, keychains, collectible card and dice games and even snack foods featuring creatures from the game. While all the hype certainly has a lot to do with the game's success, many industry watchers believe that it is the central theme of the game itself—collecting—that has fans so fired up.

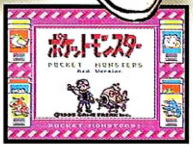

もくじ
022 ------
023 アーボ
024 ------
▶025 ●ピカチュウ
026 ------
027 サンド
028 ------
みつけたかず 23
つかまえたかず 14
データをみる
なきごえ
ぶんぷをみる
やめる
POCKET MONSTERS!
ピカチュウ
ねずみポケモン
たかさ 0.4m
おもさ 6.0kg
No.025
POCKET MONSTERS!

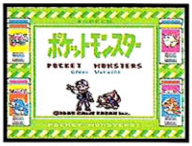
ほっぺたの りょうがわに
ちいさい でんきぶくろを もつ。
ピンチのときに ほうでんする。

THE ART OF COLLECTING


Nintendo
GAME BOY
ロールプレイング
バックアップ機能付
POCKET MONSTER TRAINER
赤
ポケットモンスター
POCKET MONSTERS
通信ケーブルで モンスターを とりかえっこ!
GAME BOY
で、あざやかカラー
Nintendo
GAME BOY
ロールプレイング
バックアップ機能付
緑
ポケットモンスター
POCKET MONSTERS
通信ケーブルで モンスターを とりかえっこ!

No matter if you're 9 or 90, no matter if it's toys or fine ceramics, collecting is big fun and big business in Japan. Pocket Monsters tapped into this vein by making collecting a large part of the game play. Besides the usual task of saving the world from would-be conquerors, players can find, capture and combat train 150 monsters during their adventures. Nintendo even produced two versions of the game, Pocket Monsters Red and Pocket Monsters Green. Both featured the same game and the same monsters, but the creatures that were common in one version might have been rare in the other, making for very different play experiences.


ポケットモンスター
POCKET MONSTERS
Red Version
©1995 GAME FREAK inc.
POCKET MONSTERS!


ポケットモンスター
POCKET MONSTERS
Green Version
©1995 GAME FREAK inc.
POCKET MONSTERS!

After Red and Green came a third version, Blue. Total sales have topped 3.5 million units!

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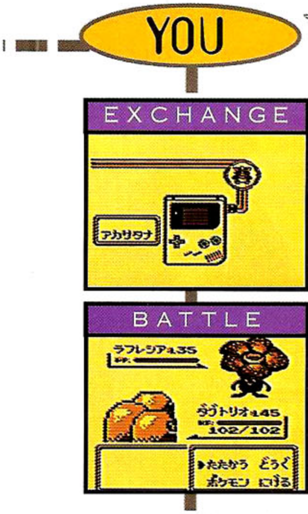
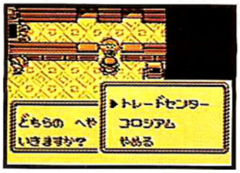
ONSTERS

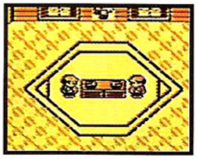
THE ART OF THE DEAL



You begin the game with one monster, given to you by your mentor, Professor Okido, who just happens to be the world's foremost authority on Pocket Monsters. Along with your "starter" creature, any monsters you capture are recorded in your Picture Book, which lists the monsters' names, species, natural habitats, abilities and so on. As your monsters grow and take on new characteristics, their pictures and stats also change. Taking the collecting aspect even further, players are able to trade monsters between two Paks using the Game Link cable. If your friend has found, say, a Chrysalis monster that you need, and you've found a Fairy monster that he needs, you can link your Game Boys together and swap creatures. In fact, some traded monsters develop much more quickly than monsters you capture on your own, encouraging players to trade as much as possible. If two Game Paks are linked, a Game Link Club appears next to the other shops in the game. Players can then enter the club, sit down and hammer out a deal. Of course, you do have a chance to look over a monster's stats before you sign on the dotted line.

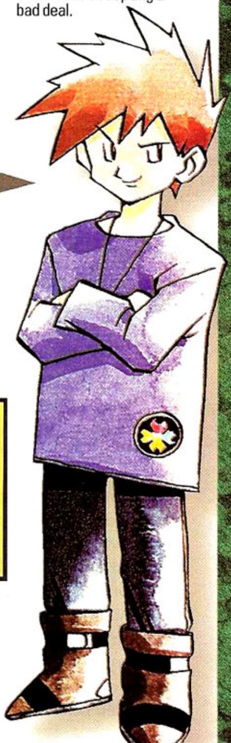


The Game Link Club appears only when you're connected to another Game Boy with another Pocket Monsters Pak.



You can haggle as much as you like, and you can't be forced into accepting a bad deal.

GAME LINK
RIVAL



THE ART OF WAR

アカサタナが
しょうぶを しかけてきた!

リザードン 46
ライチュウ 44
125/125
ライチュウの
でんきショック!

Your main weapons in your fight against evil are, of course, your monsters, but they must be trained properly to face the challenges before them. As in most RPGs, your Pocket Monsters gain experience points and learn new skills through combat. Besides battling random monsters you encounter in your own game, you can also challenge another player's monsters through the Game Link. You can have up to six monsters in your active party, and they enter a match one at a time. If one monster is defeated, the next one in line takes over. If you capture a new monster as the result of a battle, but your party is already full, the new monster will be automatically recorded in your Picture Book and placed in your creature reserves.

プリン 15
ダグトリオ 45
102/102
たたかう どうぐ
ポケモン にげる

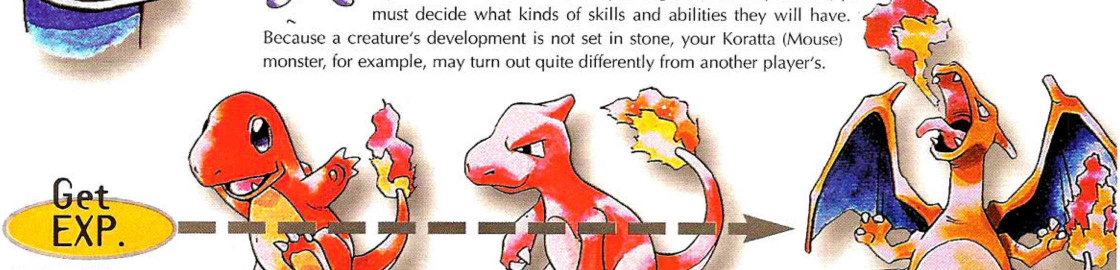
Some types of monsters are natural enemies. Players must account for specific advantages and weaknesses when choosing monsters for a battle.

CREATURE FEATURES

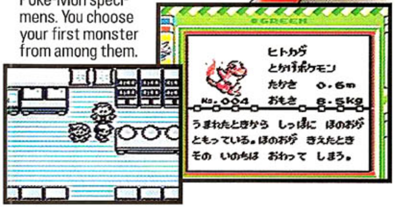
Once a monster is in your care, you must train and guide it carefully as it grows and gains experience. Besides developing monsters for use in the game itself, many players groom their monsters to make them attractive to potential traders. What is a common monster for one player may be the find of the century for another.

POKE-MON EVOLUTION

Unlike the characters you find in most RPGs, Pocket Monsters don't change automatically once they've collected enough experience points to move to the next level in their development. You choose when they change, and as they mature, you must decide what kinds of skills and abilities they will have. Because a creature's development is not set in stone, your Koratta (Mouse) monster, for example, may turn out quite differently from another player's.

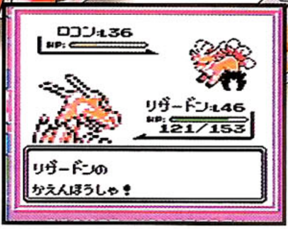


Professor Okido shows you three Poke-Mon specimens. You choose your first monster from among them.



ヒトカゲ
とかげポケモン
たかさ　0.6m
おもさ　8.5kg
No.004
うまれたときから　しっぽに　ほのおが
ともっている。ほのおが　きえたとき
その　いのちは　おわって　しまう。

Young monsters are nothing special at first, but as time goes on, they can learn different attacks and gain the ability to use items and healing potions during combat.

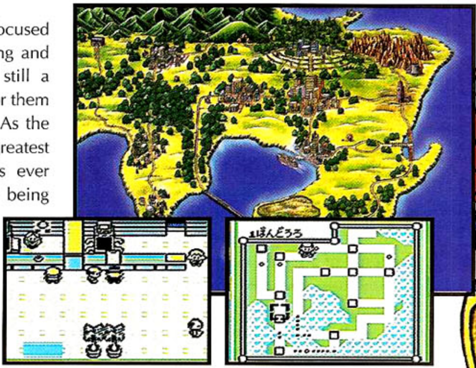


ロコン:L36
HP:
リザードン:L46
HP:
121/153
リザードンの
かえんほうしゃ！

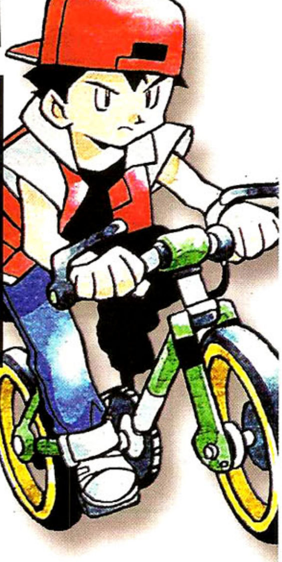
When it matures into an adult, your monster will stop learning, but it will still be able to increase the power of its attacks.

MAD SCIENTISTS AGAIN?

While many players have focused solely on capturing, cataloguing and training monsters, there is still a central plot in this game for them to deal with, if they wish. As the hero, your ambition is to become the greatest Poke-Mon hunter/trainer the world has ever seen. The trouble is you're constantly being interrupted by the evil doings of the notorious Rocket Society, an infamous league of mad scientists, would-be dictators and generally nasty types bent on conquering the world. It's your job to gather up a force of Pocket Monsters to battle the Rocket Society and put an end to their nefarious schemes.

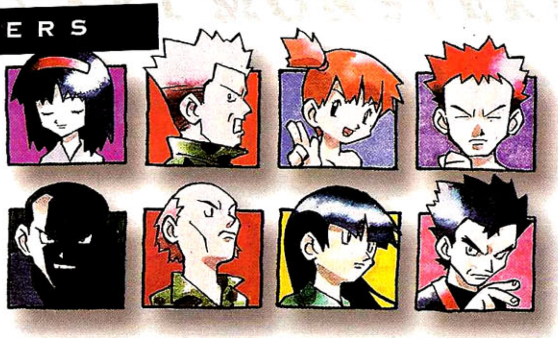


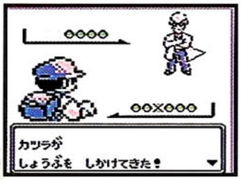
Your battles with the Rocket Society take you all across the countryside, giving you a chance to recruit many different kinds of monsters.



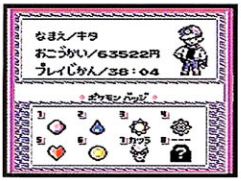
RIVAL HUNTERS

If the Rocket Society weren't enough, you'll also challenge or be challenged by eight other monster hunters, your rivals for the title of World's Greatest Poke-Mon Trainer. Each trainer breeds and trains specific types of creatures, and you won't be able to complete your Picture Book without battling them and their monstrous charges. Once a trainer is defeated, you'll earn a badge to place in your Picture Book. These badges will increase your monsters' offensive and defensive ratings by a substantial margin. Your chief rival for the top spot (and the first opponent you face) is Takeshi, Professor Okido's arrogant but clever grandson. It's up to you to scout out the types of monsters your rivals have and field a team designed to beat them.



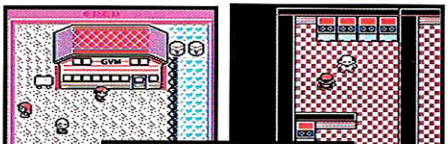


カツラが
しょうぶを　しかけてきた！

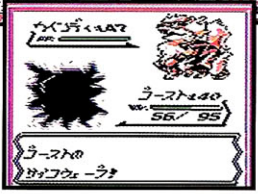


なまえ/キタ
おこづかい/63522円
プレイじかん/38:04
ポケモン バッジ

Badges help your monsters make the most of their strengths, but they can't make up for poor training.



Monster trainers hang out at their local Poke-Mon Gyms.

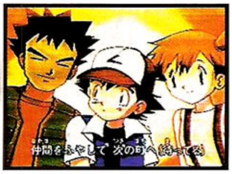


ウインディ:L47
ゴースト:L40
HP: 56/ 95
ゴーストの
サイコウェーブ！

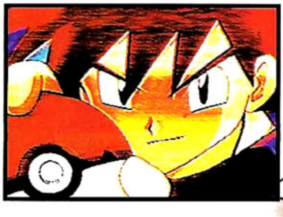
Fielding the right monsters is crucial. For example, a Water-based monster can easily defeat a Fire-based one, but a Grass-type will walk all over a Water creature.

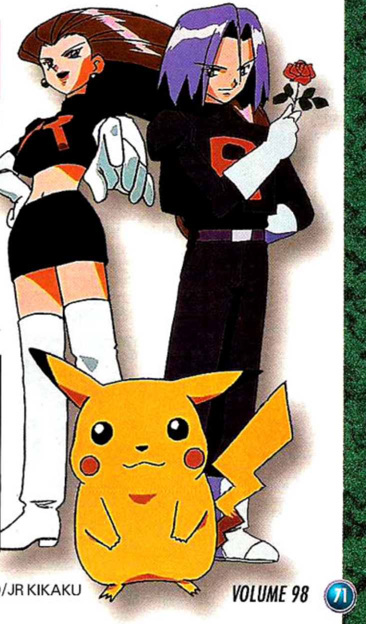
ALERT! POKE-MON READYING TO INVADE NORTH AMERICA!

Pocket Monster fever shows no sign of breaking; indeed, it seems to be heating up a few degrees more. More Poke-Mon merchandise is being released every day, and a new animated show is drawing 10% of the TV audience during its time slot, a respectable number for any show, much less one based on a video game. Having sold over 3.5 million Pocket Monsters Game Paks to date (the mail-order-only Blue version sold 610,000 units alone!), it's no surprise that Nintendo is planning to release Gold and Silver versions of Pocket Monsters 2 in Japan this fall. So amidst all this hoopla, are their plans for Pocket Monsters to invade these shores? You bet! Pocket Monsters 64 has been announced for this market, and while there has been no word yet on english versions of the Game Boy games, we'll all have a chance to catch monster fever soon enough!



仲間をふやして 次の町へ



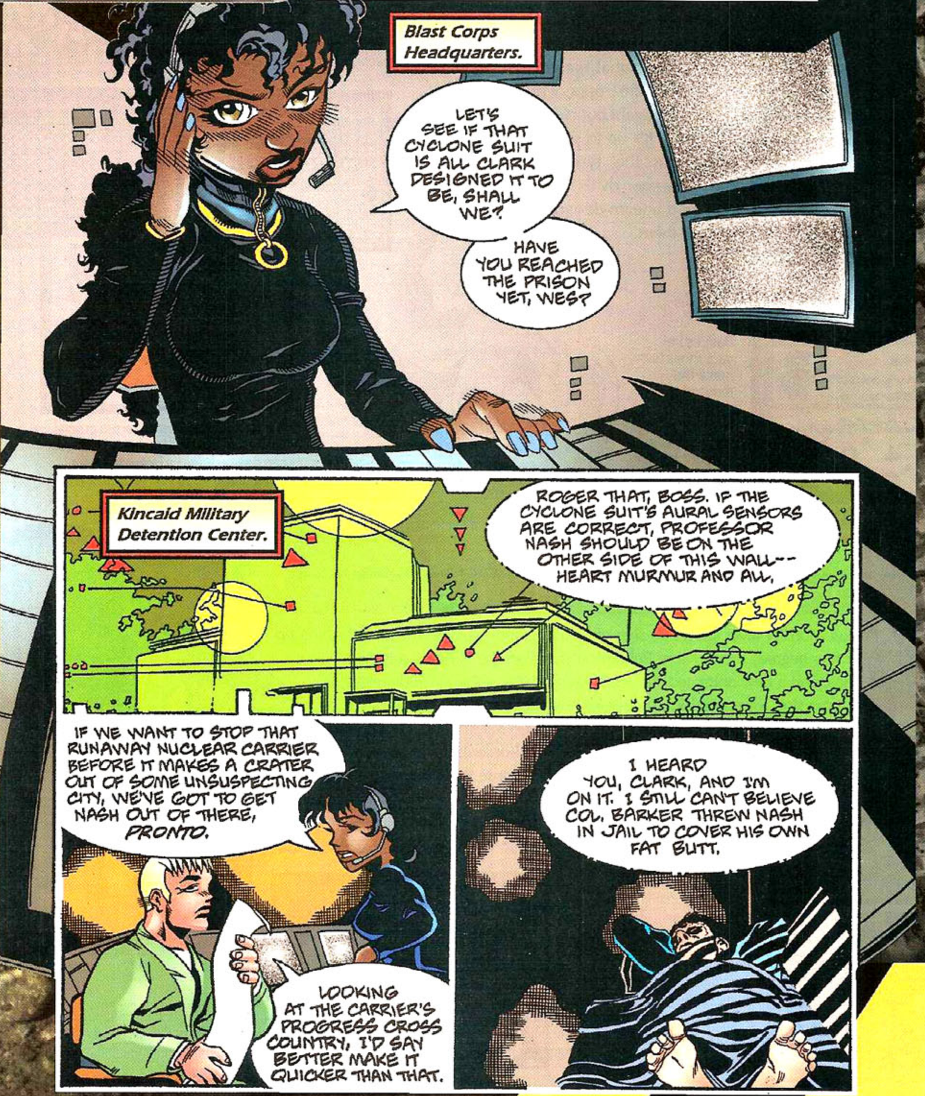


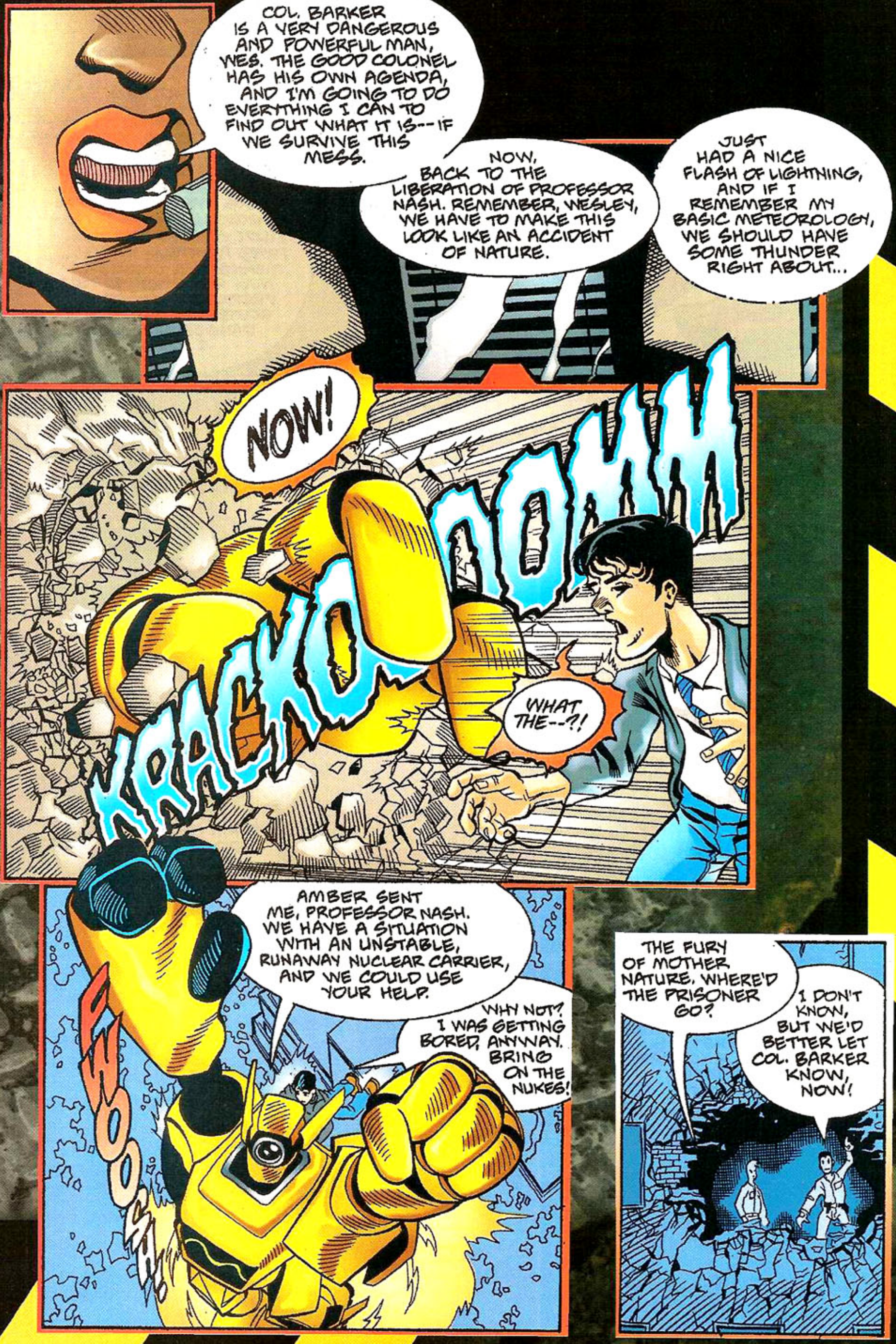
•PRESENTED BY BANPREST© NINTENDO/CREATURES/GAMEFREAK/TV TOKYO/SHO-PRO/JR KIKAKU

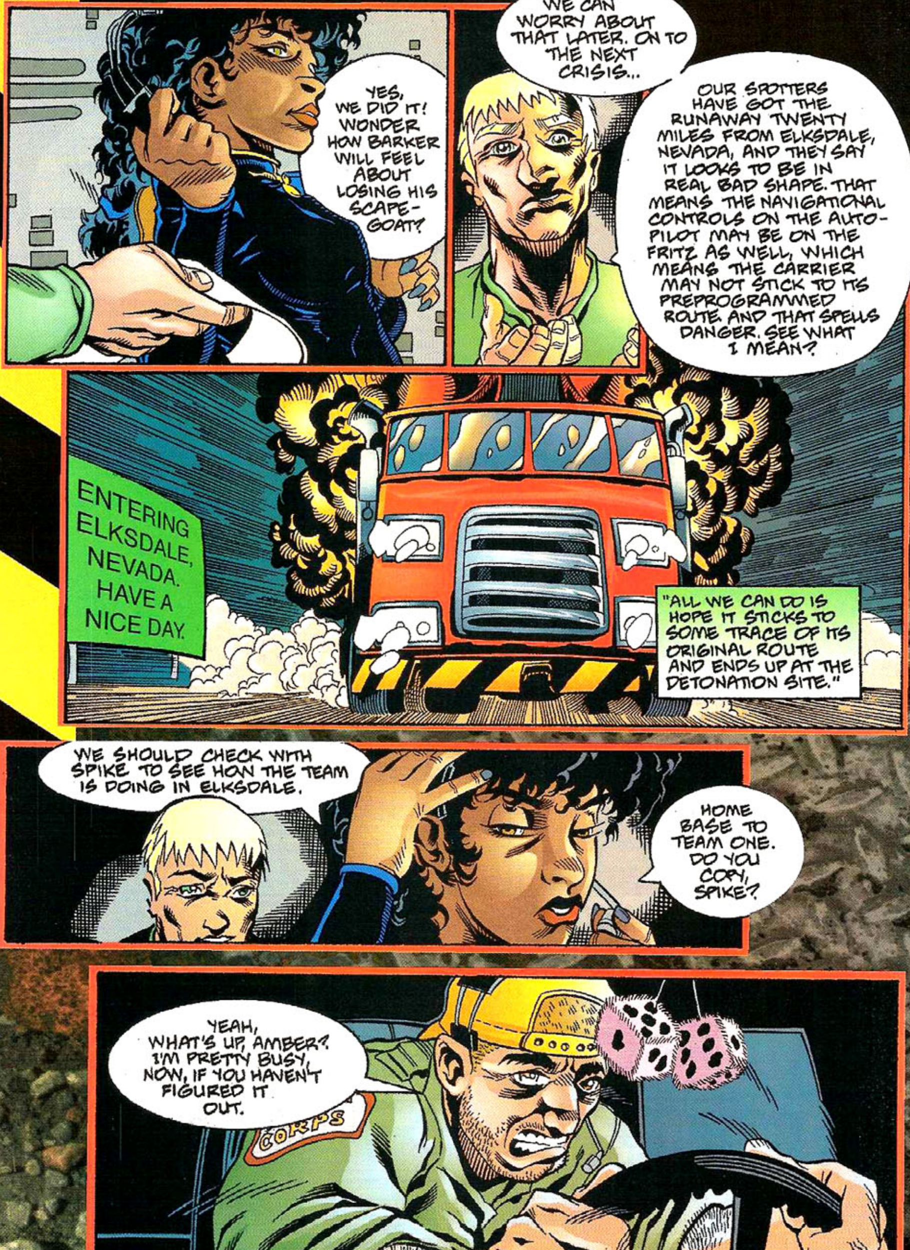
BLAST CORPS™

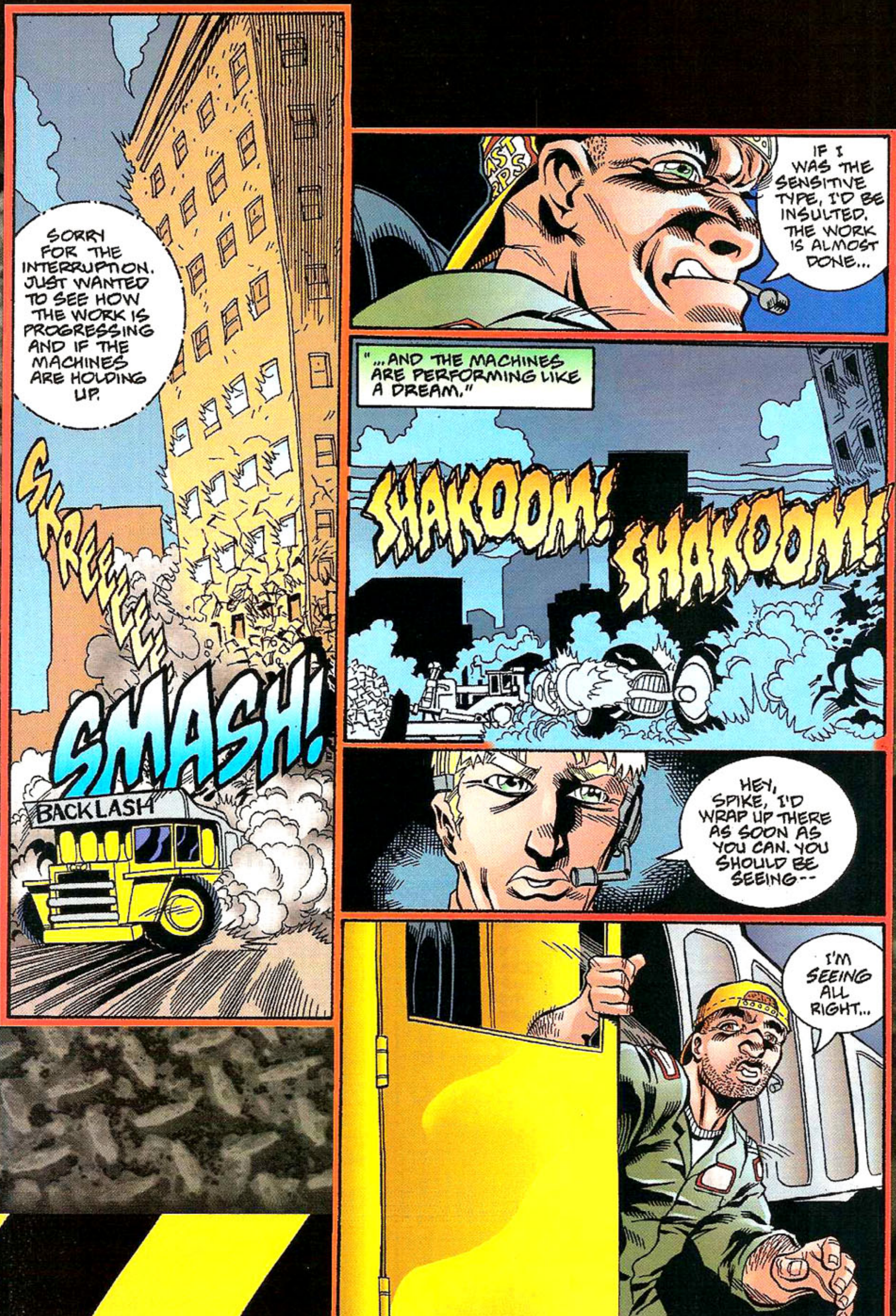
EPISODE TWO: THE GATHERING STORM

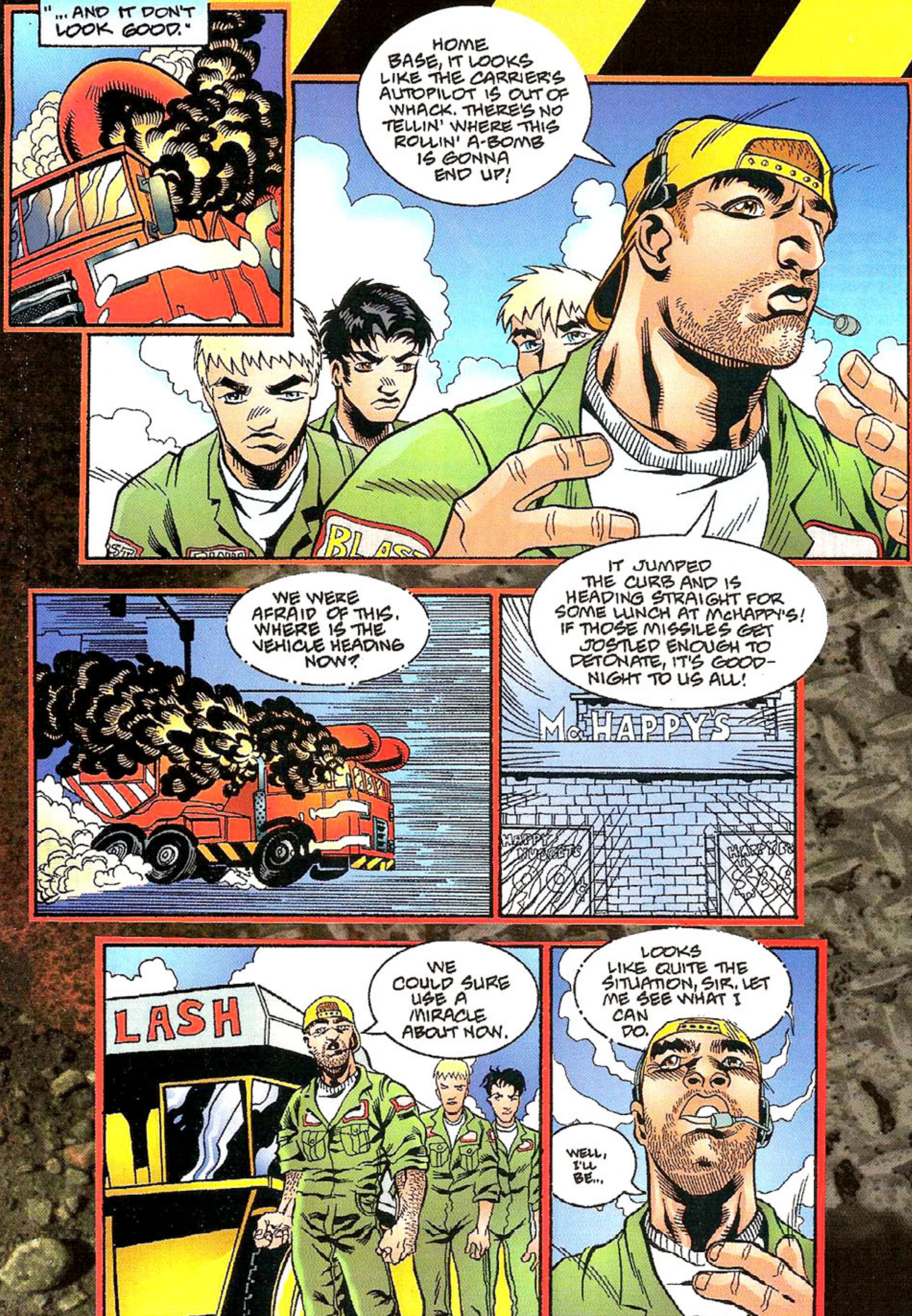
THE STORY SO FAR: A defective nuclear carrier careens across the country, leaking radiation. The only hope of avoiding setting off a catastrophic explosion rests with Blast Corps, an elite team of high-tech demolition experts. Even with the most unique vehicles and technology available, can Blast Corps succeed in guiding the runaway carrier to a safe detonation site in time?

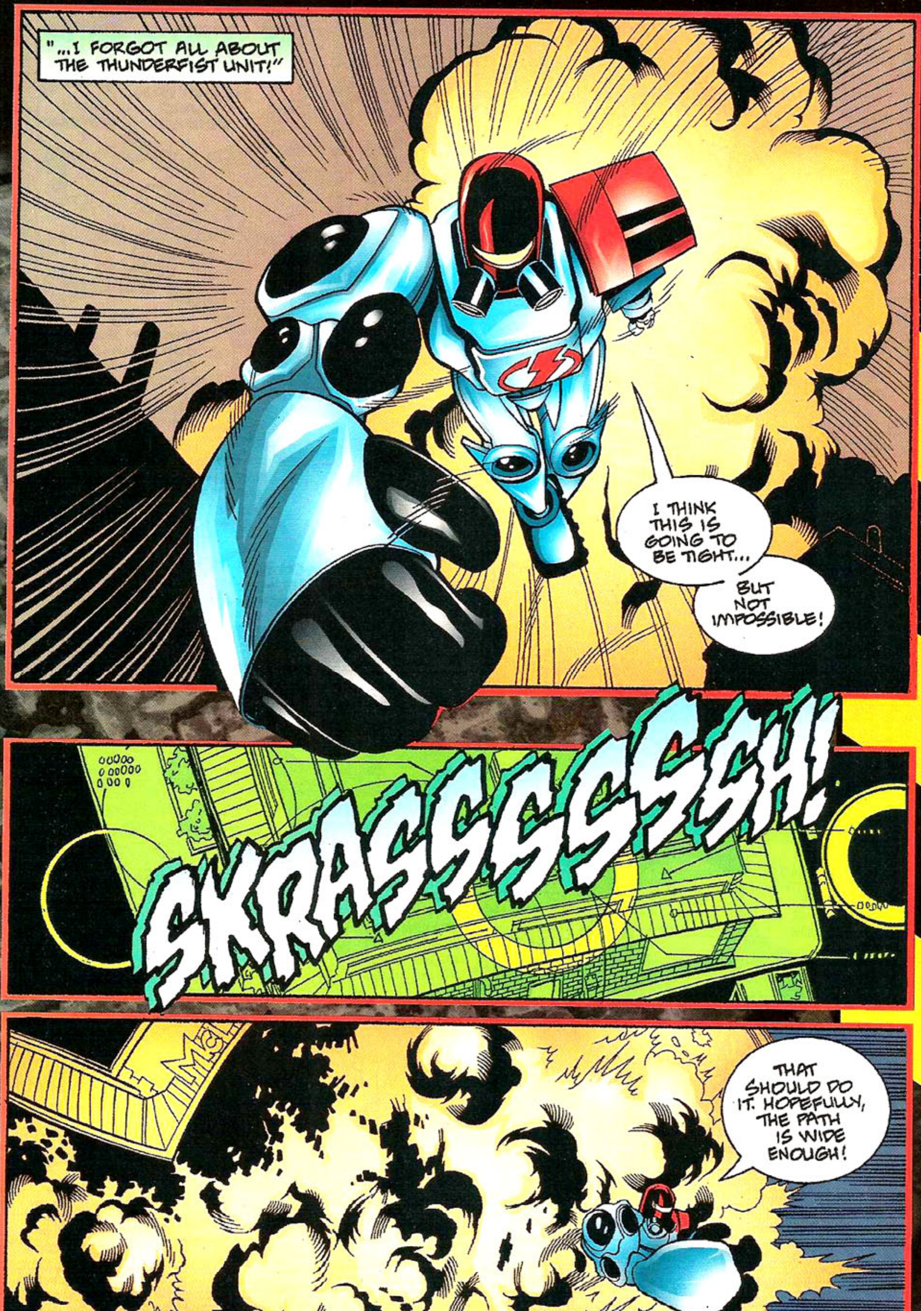

Blast Corps Headquarters.
LET'S SEE IF THAT CYCLONE SUIT IS ALL CLARK DESIGNED IT TO BE, SHALL WE?
HAVE YOU REACHED THE PRISON YET, WES?
Kincaid Military Detention Center.
ROGER THAT, BOSS. IF THE CYCLONE SUIT'S AURAL SENSORS ARE CORRECT, PROFESSOR NASH SHOULD BE ON THE OTHER SIDE OF THIS WALL-- HEART MURMUR AND ALL.
IF WE WANT TO STOP THAT RUNAWAY NUCLEAR CARRIER BEFORE IT MAKES A CRATER OUT OF SOME UNSUSPECTING CITY, WE'VE GOT TO GET NASH OUT OF THERE, PRONTO.
LOOKING AT THE CARRIER'S PROGRESS CROSS COUNTRY, I'D SAY BETTER MAKE IT QUICKER THAN THAT.
I HEARD YOU, CLARK, AND I'M ON IT. I STILL CAN'T BELIEVE COL. BARKER THREW NASH IN JAIL TO COVER HIS OWN FAT BUTT.

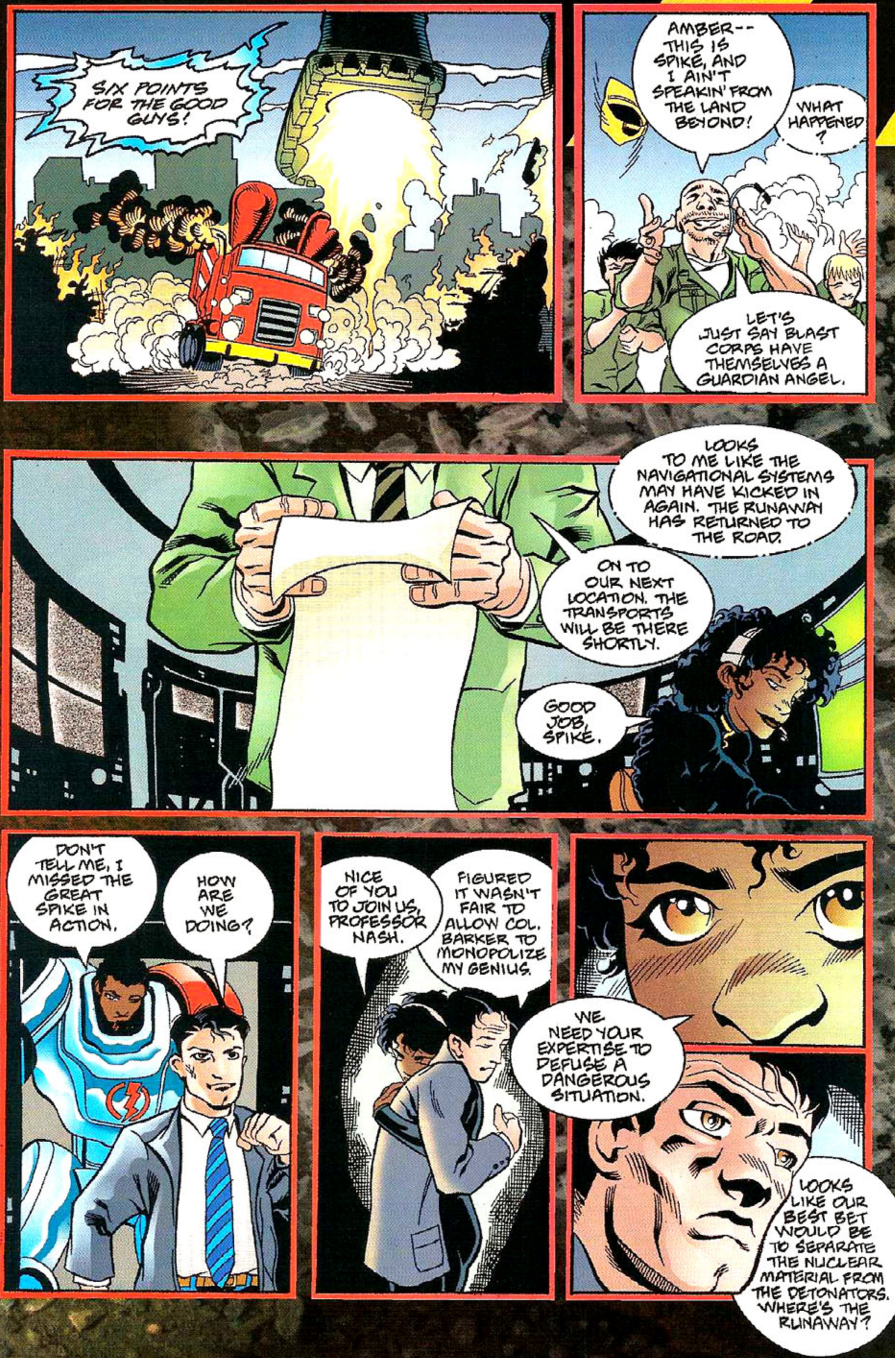

COL. BARKER IS A VERY DANGEROUS AND POWERFUL MAN, WES. THE GOOD COLONEL HAS HIS OWN AGENDA, AND I'M GOING TO DO EVERYTHING I CAN TO FIND OUT WHAT IT IS--IF WE SURVIVE THIS MESS.
NOW, BACK TO THE LIBERATION OF PROFESSOR NASH. REMEMBER, WESLEY, WE HAVE TO MAKE THIS LOOK LIKE AN ACCIDENT OF NATURE.
JUST HAD A NICE FLASH OF LIGHTNING, AND IF I REMEMBER MY BASIC METEOROLOGY, WE SHOULD HAVE SOME THUNDER RIGHT ABOUT...
NOW!
KRACKOOOMM
WHAT THE--?!
AMBER SENT ME, PROFESSOR NASH. WE HAVE A SITUATION WITH AN UNSTABLE, RUNAWAY NUCLEAR CARRIER, AND WE COULD USE YOUR HELP.
WHY NOT? I WAS GETTING BORED, ANYWAY. BRING ON THE NUKES!
WHOOOSH!
THE FURY OF MOTHER NATURE. WHERE'D THE PRISONER GO?
I DON'T KNOW, BUT WE'D BETTER LET COL. BARKER KNOW, NOW!

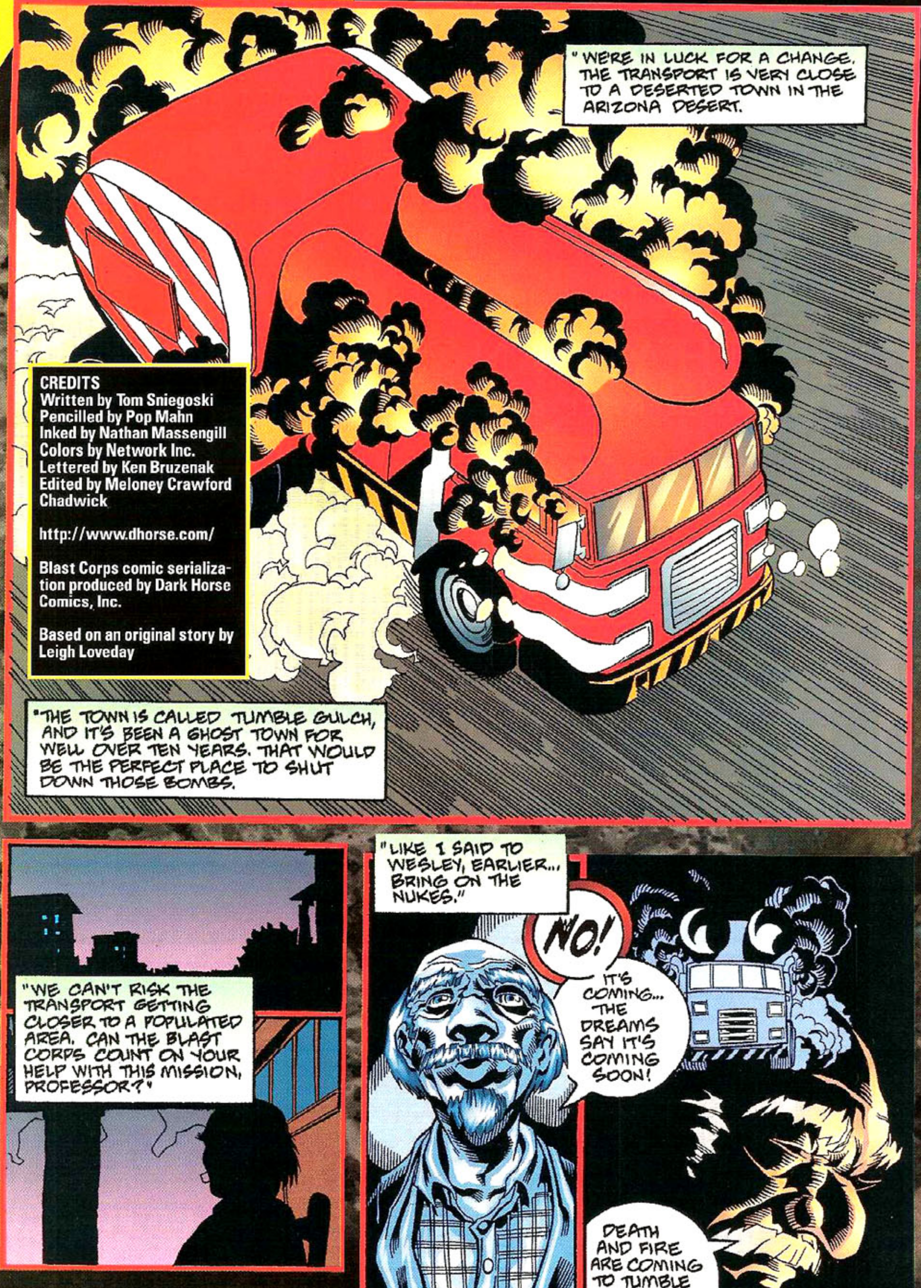

YES, WE DID IT! WONDER HOW BARKER WILL FEEL ABOUT LOSING HIS SCAPE-GOAT?
WE CAN WORRY ABOUT THAT LATER. ON TO THE NEXT CRISIS...
OUR SPOTTERS HAVE GOT THE RUNAWAY TWENTY MILES FROM ELKSDALE, NEVADA, AND THEY SAY IT LOOKS TO BE IN REAL BAD SHAPE. THAT MEANS THE NAVIGATIONAL CONTROLS ON THE AUTO-PILOT MAY BE ON THE FRITZ AS WELL, WHICH MEANS THE CARRIER MAY NOT STICK TO ITS PREPROGRAMMED ROUTE. AND THAT SPELLS DANGER. SEE WHAT I MEAN?
ENTERING ELKSDALE, NEVADA. HAVE A NICE DAY.
"ALL WE CAN DO IS HOPE IT STICKS TO SOME TRACE OF ITS ORIGINAL ROUTE AND ENDS UP AT THE DETONATION SITE."
WE SHOULD CHECK WITH SPIKE TO SEE HOW THE TEAM IS DOING IN ELKSDALE.
HOME BASE TO TEAM ONE. DO YOU COPY, SPIKE?
YEAH, WHAT'S UP, AMBER? I'M PRETTY BUSY, NOW, IF YOU HAVEN'T FIGURED IT OUT.
CORPS


SORRY FOR THE INTERRUPTION. JUST WANTED TO SEE HOW THE WORK IS PROGRESSING AND IF THE MACHINES ARE HOLDING UP.
SKREEEEEE
SMASH!
BACKLASH
IF I WAS THE SENSITIVE TYPE, I'D BE INSULTED. THE WORK IS ALMOST DONE...
"...AND THE MACHINES ARE PERFORMING LIKE A DREAM."
SHAKOOM! SHAKOOM!
HEY, SPIKE, I'D WRAP UP THERE AS SOON AS YOU CAN. YOU SHOULD BE SEEING--
I'M SEEING ALL RIGHT...


"... AND IT DON'T LOOK GOOD."
HOME BASE, IT LOOKS LIKE THE CARRIER'S AUTOPILOT IS OUT OF WHACK. THERE'S NO TELLIN' WHERE THIS ROLLIN' A-BOMB IS GONNA END UP!
BLAST
WE WERE AFRAID OF THIS. WHERE IS THE VEHICLE HEADING NOW?
IT JUMPED THE CURB AND IS HEADING STRAIGHT FOR SOME LUNCH AT MCHAPPY'S! IF THOSE MISSILES GET JOSTLED ENOUGH TO DETONATE, IT'S GOOD-NIGHT TO US ALL!
McHAPPY'S
HAPPY NUGGETS
LASH
WE COULD SURE USE A MIRACLE ABOUT NOW.
LOOKS LIKE QUITE THE SITUATION, SIR. LET ME SEE WHAT I CAN DO.
WELL, I'LL BE...


"...I FORGOT ALL ABOUT THE THUNDERFIST UNIT!"
I THINK THIS IS GOING TO BE TIGHT...
BUT NOT IMPOSSIBLE!
SKRASSSSSSH!
THAT SHOULD DO IT. HOPEFULLY, THE PATH IS WIDE ENOUGH!


SIX POINTS FOR THE GOOD GUYS!
AMBER-- THIS IS SPIKE, AND I AIN'T SPEAKIN' FROM THE LAND BEYOND!
WHAT HAPPENED?
LET'S JUST SAY BLAST CORPS HAVE THEMSELVES A GUARDIAN ANGEL.
LOOKS TO ME LIKE THE NAVIGATIONAL SYSTEMS MAY HAVE KICKED IN AGAIN. THE RUNAWAY HAS RETURNED TO THE ROAD.
ON TO OUR NEXT LOCATION. THE TRANSPORTS WILL BE THERE SHORTLY.
GOOD JOB, SPIKE.
DON'T TELL ME, I MISSED THE GREAT SPIKE IN ACTION.
HOW ARE WE DOING?
NICE OF YOU TO JOIN US, PROFESSOR NASH.
FIGURED IT WASN'T FAIR TO ALLOW COL. BARKER TO MONOPOLIZE MY GENIUS.
WE NEED YOUR EXPERTISE TO DEFUSE A DANGEROUS SITUATION.
LOOKS LIKE OUR BEST BET WOULD BE TO SEPARATE THE NUCLEAR MATERIAL FROM THE DETONATORS. WHERE'S THE RUNAWAY?


"WE'RE IN LUCK FOR A CHANGE. THE TRANSPORT IS VERY CLOSE TO A DESERTED TOWN IN THE ARIZONA DESERT.
"THE TOWN IS CALLED TUMBLE GULCH, AND IT'S BEEN A GHOST TOWN FOR WELL OVER TEN YEARS. THAT WOULD BE THE PERFECT PLACE TO SHUT DOWN THOSE BOMBS.
"WE CAN'T RISK THE TRANSPORT GETTING CLOSER TO A POPULATED AREA. CAN THE BLAST CORPS COUNT ON YOUR HELP WITH THIS MISSION, PROFESSOR?"
"LIKE I SAID TO WESLEY, EARLIER... BRING ON THE NUKES."
NO!
IT'S COMING... THE DREAMS SAY IT'S COMING SOON!
DEATH AND FIRE ARE COMING TO TUMBLE GULCH... DEATH AND FIRE.

CREDITS
Written by Tom Sniegoski
Pencilled by Pop Mahn
Inked by Nathan Massengill
Colors by Network Inc.
Lettered by Ken Bruzenak
Edited by Meloney Crawford Chadwick

http://www.dhorse.com/

Blast Corps comic serialization produced by Dark Horse Comics, Inc.

Based on an original story by Leigh Loveday

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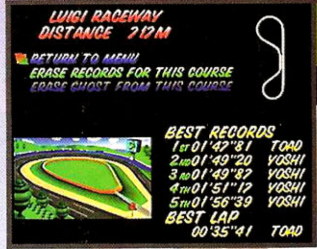
NP'S ARENA



LUIGI RACEWAY
DISTANCE 212M

RETURN TO MENU
ERASE RECORDS FOR THIS COURSE
ERASE GHOST FROM THIS COURSE

BEST RECORDS
1st 01'47"81 TOAD
2nd 01'49"20 YOSHI
3rd 01'49"87 YOSHI
4th 01'51"17 YOSHI
5th 01'56"39 YOSHI
BEST LAP
00'35"41 TOAD

CHALLENGE #1

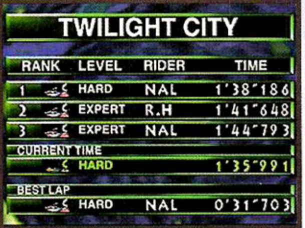
MARIO KART 64

Ladies and gentleman, reptiles and apes—Start your engines! Welcome to the rolling start of the Arena's Mario Kart 64 Challenge Circuit. How fast can you rip up Luigi Raceway? Know any good shortcuts? You'd better start looking if you want to be one of the top 25 qualifiers who win four Super Power Stamps. Use your turbo boost and power slide skills, then snap a photo and mail in your best time today!

CHALLENGE #2

WAVE RACE 64

The Wave Race 64 Challenge Circuit surfs into Twilight City this month. Are you going to be in the center of the Arena spotlight or will you be blinded by the bright lights in the big city? Configure your time trial settings for three laps, customize your watercraft and keep calm. Was that a hint? You bet your watercraft! The fastest 25 racers will ride away with four Super Power Stamps, good for cash off the cool summer gear in the Super Power Supplies Catalog.

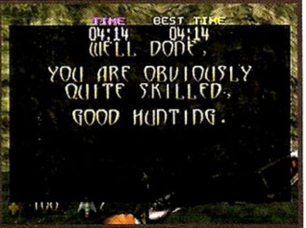


TWILIGHT CITY

RANK	LEVEL	RIDER	TIME
1	HARD	NAL	1'38"186
2	EXPERT	R.H	1'41"648
3	EXPERT	NAL	1'44"793
CURRENT TIME			
	HARD		1'35"991
BEST LAP			
	HARD	NAL	0'31"703

CHALLENGE #3

TUROK: DINOSAUR HUNTER



TIME 04:14
BEST TIME 04:14
WELL DONE,
YOU ARE OBVIOUSLY
QUITE SKILLED,
GOOD HUNTING.

Wes Day of Bryan, Ohio, e-mailed NOApulse@Nintendo.com with a great suggestion for an Arena challenge: What's your best time for finishing the Time Challenge portion of the Training course in Turok: Dinosaur Hunter? The key to a winning time is to make perfect jumps on your first try—especially onto the smallest platforms. There's a time saving trick near the end of the Training course, but you'll have to be a real fall guy to find it. The 25 quickest Dino Hunters will catch four Super Power Stamps. Give it a try and see where you rank in the Arena!

THE SECRETS OF TIME TRAVEL AND KOOPA THE QUICK

When we introduced the challenge for the fastest times against Koopa the Quick in Volume 93, a handful of resourceful players found a way to beat this speedy turtle without using a second on the clock. The trick is to grab the Wing Cap, leap over Koopa the Quick without talking to him, and fly into the cannon on the ground. Shoot for the cannon in the sky and land without touching anything but the cannon. Now shoot to the flagpole on top of the mountain, grab the flag. Give it a try! The following gamers were tricky enough to beat Koopa in nothing flat:

ZERO SECONDS FLAT

Tom Batchelor	**Kiester, MN**
Bennet Beach	**Las Vegas, NV**
Joey Bernardi	**Palatine, IL**
Jonathan Bernies	**Montmagny, QC**
Greg Caton	**Marathon, FL**
Whan Choi	**North Andover, MA**
Brandon Horton	**Collinsville, VA**
Brian Kendall	**Evanston, IL**
Luke Kessler	**Lake Shore, CA**
Billy Kinnersley	**Lawrence, KS**
Ken Lopez	**Santa Barbara, CA**
John MacKenzie	**Rollingstone, MN**
Moises Muñoz	**Santa Barbara, CA**
Bill Niessen	**Vancouver, BC**
Zach Ruhe	**Henderson, NE**
Arash Sherbuf	**Cupertino, CA**
Greg Striemer	**Lake Park, MN**
David Wonn	**Gahanna, OH**

ARENA

JVLIVS NP MCMXCVII

SUPER MARIO 64

Collected 151 coins in Big Boo's Haunt (Volume 92)

Berkley Almarode	Hopewell, VA
Josh Anderson	Detriot Lakes, MN
Seth Barrister	Carlsbad, NM
Gregory Bonhomme	Tampa, FL
Scott Bowers	Easton, MA
Zach Boyt	Coraopolis, PA
Will Cahn	Woodmere, NY
Michael Camarata	Grand Prairie, TX
Jonathan Carreau	Modesto, CA
Michael Clark	Pelzer, SC
Andrew Connolly	San Jose, CA
Michael Cuoco	Levittown, NY
Danny Dingmann	Richmond, MN
Joe Doheney	Bridgewater, MA
Chris Estes	Batesville, AR
Taylor Ferwetti	Hamilton, ON
Neal Finne	Richland, WA
Wesley Foster	Mesquite, TX
Shane Garza	Grand Haven, MI
Blake Goodman	Victoria, TX
Chris Gray	Jacksonville, FL
Richard Griffith	Hubbard, OH
Scott & Eric Hoffheiser	Simi Valley, CA
Kenneth Hornyak	West Jefferson, OH
Jason Kauczka	Kingston, PA
Kevin Kibler	Tonawanda, NY
Ian Koelliher	Chatham, NJ
Matthew Lewis	Orlando, FL
Vince Little	Kenosha, WI
Brad Longoria	New Braunfels, TX
Eric Lopez	Dallas, TX
James MacDonald	Whitehorse, YT
Grant Martin	Oakville, ON
Graham Matthews	O'Fallon, IL
Corey Mattison	New Hartford, NY
Daniel Milian	Tampa, FL
Mike Moeller	Pittsburgh, PA
Willie Navarre	Crowley, LA
Charlie Ng	Oakland, CA
Christian Potvin	Beauport, PQ
Tyler Reynolds	Richland Springs, TX
Nathan Rugg	Montgomery, IL
Dusty Roberts	Hamilton, OH
Joe Sanabria	Hamburg, NY
Luke Schirmer	Maplewood, MN
Jimmy Sears	Oklahoma City, OK
Nick Sepi	Holtsville, NY
Troy Sherman	Gulliver, MI
Midori Sigeti	Kalamazoo, MI
Jefferey Sipko	Calgary, AB
Michael Sober	Larkspur, CO
Jonathan Sturak	Hazleton, PA
Andy Taylor	Crown Point, IN
Stephen Truman	Grand Rapids, MI
Geoff Tuttle	Fountain Hills, AZ
Evan Vargas	Keller, TX
Kevin Waddell	Poulsbo, WA
Ricky Williams	Georgetown, KY
Daniel Yovino	Land O' Lakes, FL
Aniello Zampella	Bayonne, NJ
Daniel Zuck	Lewiston, ID

WAVE RACE 64

Best Times for three laps around Southern Island (Volume 94)

Tommy Yoder	Ridgeley, WV	1:14.189
D. Delgadillo	Tulare, CA	1:21.010
M. Ashworth	Nashville, TN	1:21.050
A. Wollschlager	Fort Lauderdale, FL	1:21.650
David Hosaflook	Springfield, VA	1:21.667
Ryan Howell	Regina, SK	1:22.332
Dan Britton	Owen Sound, ON	1:22.755
Barry Cordes	St. Louis, MO	1:23.310
Cameron Bell	Florence, SC	1:23.378
Brent Young	Linn Creek, MO	1:22.952
Erik Voss	Rancho Murieta, CA	1:24.263
Syama Mattson	Elfland, NC	1:24.324
Jonathan Col¢n	Suffolk, VA	1:24.592
John Regan	Walpole, MA	1:25.712
Chris Schouten	Hemet, CA	1:26.089

WAYNE GRETZKY'S 3-D HOCKEY

Most goals in a 20 minute period against the computer (Volume 94)

Colin Yeakle	Fairfield, OH	62
Joshua Rexhausen	Cincinnati, OH	46
Michael Grote	Cincinnati, OH	43
Ryan Morris	Little Rock, AR	40
Ty Bemis	Southwick, MA	34
Ryan Otto	Pierce, NE	33
Jesse Thornton	Point Pleasant, WV	31
Todd Reschke	Suffield, OH	30
Brandon Warren	Dixonville, AB	30
Pierre Comtois	St-Madeleine, PQ	29
Brad Bournival	Manchester, NH	28
Dan Moore	Edwardsburg, MI	28
Tom Moore	Edwardsburg, MI	27
Adam Vancil	Loyal, WI	27
Denzil Villarico	Colton, CA	27
Troy Bernhardt	Maple Grove, MN	26
Joseph Burgess	Skaneateles, NY	26
Anthony Carter	Knoxville, TN	26
Chris Frelich	Livingston, MT	26
Josh Hucul	Lake Orion, MI	26
Yassine Akrout	Austin, TX	25
Joe Tiano	Merrimack, NH	25
Gaelen Bennett	Stillwater, MN	24
Steven Cope	Gallatin, TN	24
Michael Goff	Tampa, FL	23
Matt Andrews	Edgerton, WI	22
Benjamin Burn	Bowie, MD	22
Adam Hollander	Needham, MA	22
Patrick Oster	Gurnee, IL	22
Adam Pallesen	West Palm Beach, FL	22
Doug Smulik	Rural Valley, PA	22
Mile Bicanie	Maspeth, NY	21
Brett Dooies	West Palm Beach, FL	21
Ricky Gore	Lee, MA	21
Zach Lark	Northwood, OH	21
Charlie Autem	Poulsbo, WA	20
Kevin Perich	Cockeysville, MD	20

SUPER MARIO 64

Top times on the Princess's Slide (Volume 91)

Michael Brulotte	Grande Prairie, AB	0:16.00
Eric Dayday	Virginia Beach, VA	0:16.00
B. Redfearn	Vader, WA	0:16.00
Aaron Rosier	West Alexander, PA	0:16.00
John Rubino	Livingston, NJ	0:16.00
Ricky Bogatek	Nobleton, ON	0:16.10
Ryan Bolton	Danville, IL	0:16.10
Jason Cromer	Goleta, CA	0:16.10
Justin Goode	Greens Fork, IN	0:16.10
Jesse Grimes	Manassas, VA	0:16.10
Ben Newswanger	New Holland, P	0:16.10
Charles Brown	Coal Valley, IL	0:16.20
Jesse Couch	Nelson, BC	0:16.20
Jason Fortes	Redding, CA	0:16.20
Jonathan Hall	Chesapeake, VA	0:16.20
Tony Tantikul	Moorpark, CA	0:16.20
Will Byron	Port Jefferson Stn., NY	0:16.30
Nathan Charlton	Downey, CA	0:16.30
Scott Contios	Bridgewater, MA	0:16.30
Whitney Gunter	Dallastown, PA	0:16.30
Michael Gyengo	Huntsville, AL	0:16.30
Tim Joshinsky	New Berlin, WI	0:16.30
Toby Laine	Chino, CA	0:16.30
Larry Marsh	Rio Dell, CA	0:16.30
Josh Prewitt	New Braunfels, TX	0:16.30
Derek Redfearn	Vader, WA	0:16.30
Eddie Schluter	Loxahatchee, FL	0:16.30
M. Sutherland	Madison, NJ	0:16.30
Marek Wiacek	Kent, WA	0:16.30
Steve Blank	Waterford, PA	0:16.40
Shane Garza	Grand Haven, MI	0:16.40
Jonathan Loken	Seattle, WA	0:16.40
Tyler Mason	Seattle, WA	0:16.40
Matt Miner	Papillion, NE	0:16.40
Nathan Rugg	Montgomery, IL	0:16.40
Jeffery Slemmer	Perkasie, PA	0:16.40
Bob Smith	Middletown, CT	0:16.40
J. Tirschmann	Manitouwadge, ON	0:16.40
Carlos Torres	Bronx, NY	0:16.40
Emilio Rossal	Los Angeles, CA	0:16.40
Kenny Wang	South River, NJ	0:16.40
C. Wilson	Bronx, NY	0:16.40
Bruno Bilodeua	Vimont, QC	0:16.50
David Bushey	Washington DC	0:16.50
Johannes Schiefer	Cincinnati, OH	0:16.60
Chris Heise	Wyandotte, MI	0:16.70
Vince Daclan	Manteca, CA	0:16.80
Matt LeVick	Blair, OK	0:16.90

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than August 10, 1997. The top qualifiers receive Super Power Stamps.

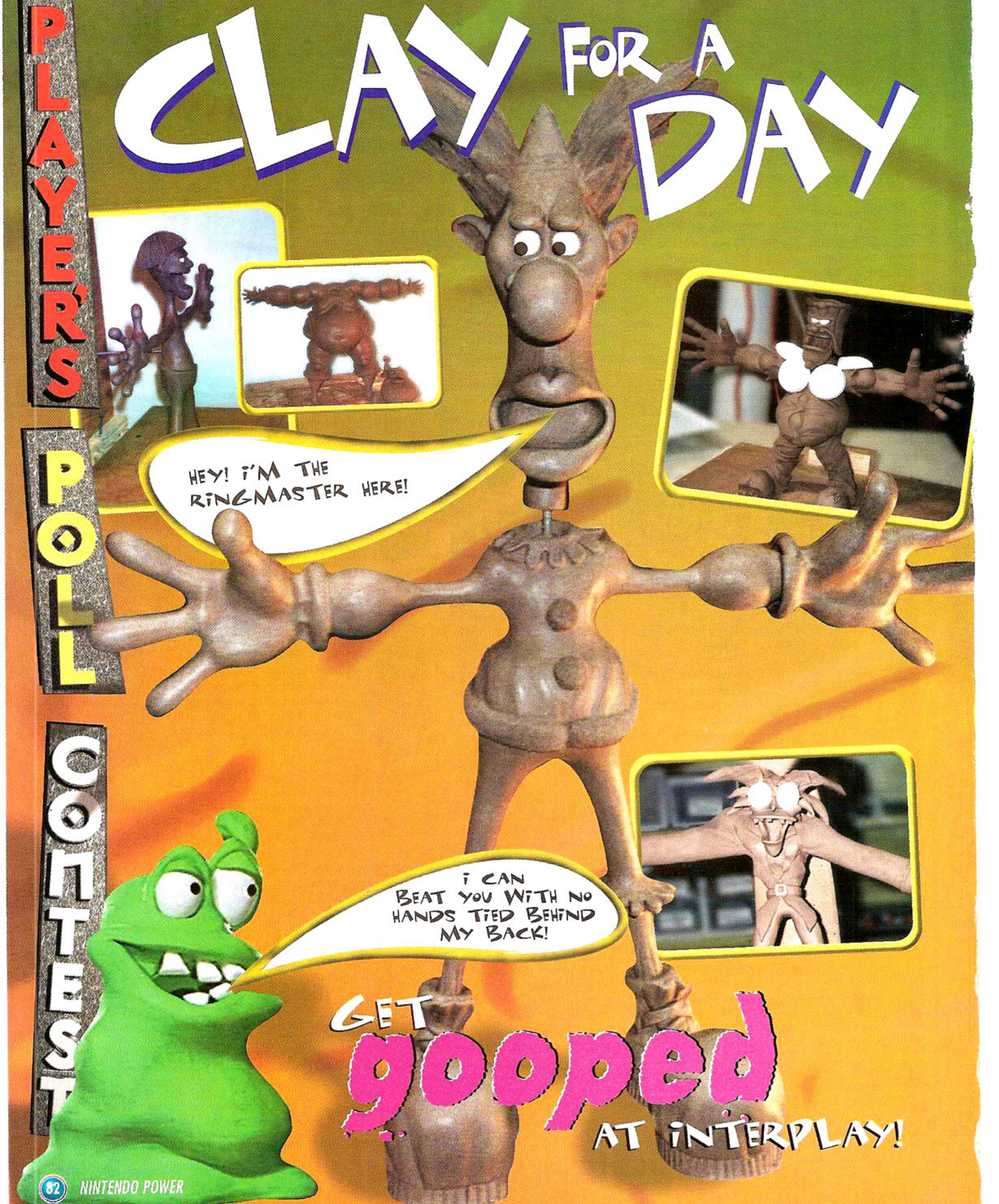
Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

PLAYER'S POLL CONTEST

CLAY FOR A DAY


HEY! i'M THE RiNGMASTER HERE!
i CAN BEAT YOU WiTH NO HANDS TiED BEHiND MY BACK!

GET gooped AT iNTERPLAY!

Player's Poll—Volume 98

Entering this month's Player's Poll Contest is a piece of cake! Just answer these questions, send the card to us, and you could win some delectable prizes. How's that for a sweet deal?

Name

Address

City State/Prov. Zip/Postal Code

Age

#MBR |_|_|_|_|_|_|_|_|-|_| V
(Located above your name on the mailing label)

( )
Telephone No.

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____
B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____
C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. What do you most like to read in Nintendo Power?
1. Strategies 2. News/Rumors 3. Technical Stories/Interviews
4. Readers' Input (like Arena or polls) 5. Contests

H. What do you least like to read in Nintendo Power?
1. Strategies 2. News/Rumors 3. Technical Stories/Interviews
4. Readers' Input (like Arena or polls) 5. Contests

I. In our strategy reviews, should we reveal how to beat the final boss?
1. Yes 2. No

J. Is it O.K. for a strategy review of a single game to be spread out over muliple issues?
1. No, cover the entire game in one issue 2. Yes, up to two issues is fine
3. Yes, even three or four parts is okay

How much do the following influence you to buy a game?

	very much	somewhat	moderately	not at all
K. game previews	1	2	3	4
L. strategy reviews	1	2	3	4
M. ratings charts	1	2	3	4
N www.nintendo.com	1	2	3	4
O. game rental	1	2	3	4
P. advertisements	1	2	3	4
Q. store displays	1	2	3	4
R. friends	1	2	3	4

Trivia Question: What's the name of the Greek hero who's starring in a new Disney movie and Game Boy game?

Answer: ____________________

Mail in your card now, and keep your fingers crossed!

BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

Name

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City State/Prov. Zip/Postal Code

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☐ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

Credit Card Number Expiration Date

( )
Cardholder's Signature Telephone No.

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SCORCH THE COMPETITION

This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Player's Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the breezy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:

Nintendo Power Magazine
P.O. Box 97032
Redmond, WA 98073-9732

Place
First Class
Stamp
Here

Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762

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Prices subject to change without notice.

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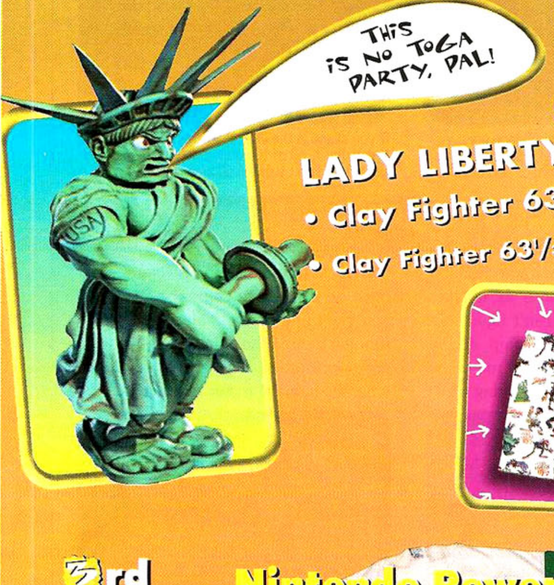

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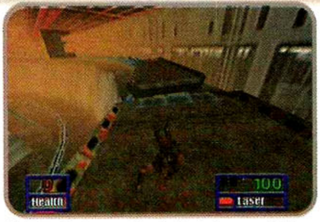
COUNSELORS' corner

JULIA COATES

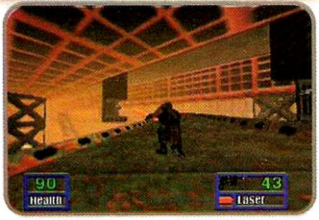
STAR WARS:
SHADOWS OF THE EMPIRE

HOW DO I GET PAST THE JUNKYARD GUN PODS?

The Junkyard Gun Pods are devastating when you play the game on Hard or Jedi Level. Especially if you're trying to collect the sixth challenge point, which appears just before you arrive at the second covered train in the stage. Luckily, there is a safe spot. Stand in the center of the flatbed car and kneel down. If you're crouching in the middle of the car, all the pods will shoot over your head and barely miss you.



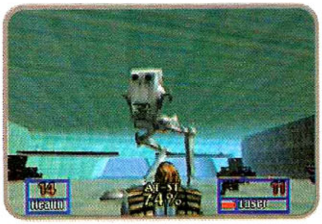
The Gun Pods near the sixth challenge point in the Junkyard are tough to beat, especially when you're playing the game on Hard or Jedi Level.



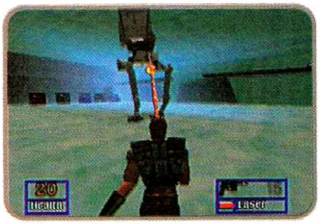
If you stand in the center of the flatbed car and kneel down, all of the gun pods will shoot over you. This won't work in all areas.

HOW DO I DEFEAT THE AT-ST WALKER IN ECHO BASE?

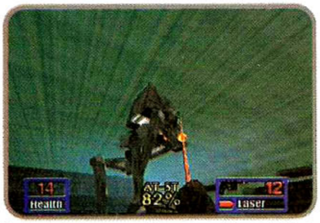
As soon as you can move, run directly behind the AT-ST Walker. The Walker can never hurt you if you stay behind it. Since your blaster won't damage the heavy armor on the AT-ST's feet, shoot the AT-ST repeatedly in the back of the control cabin to damage it. The Walker flashes as it takes damage. Some gamers can't figure out how to point their blaster up at the cabin. Hold the Z Button and move the Control Stick until you're pointing up at the back of the AT-ST Walker. Shoot once or twice, then chase the Walker. If you can't line up for a clean shot, keep running behind the Walker until you see an opportunity. The AT-ST explodes when its damage meter reads zero.



You're fried Wampa meat if you stand in front of the AT-ST. Play it safe and keep running behind it.



Damage the Walker by shooting it in the back. Jump up to fire into the rear of the main fuselage.

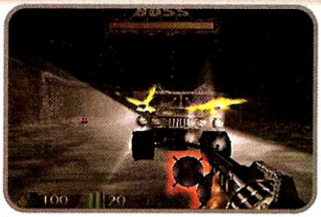


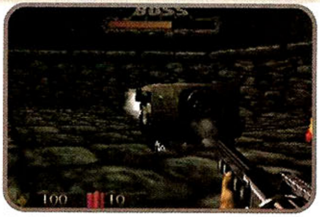
Hold the Z Button and Move your Control Stick until your blaster is pointing at your target.

TUROK: DINOSAUR HUNTER

HOW DO I DEFEAT THE CARS IN THE ANCIENT CITY?

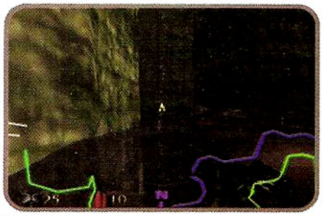
The two Armored Cars in the Ancient City Arena leave their tread marks on the backs of more than a few gamers. You'll fight the cars one at a time. Dodge the car's missiles by running behind the vehicle, then return fire with your best weapon. The cars will flash when you hit them. Since you can't outrun the cars, keep your distance and move along the perimeter of the arena so you have time to react when they shoot at you.

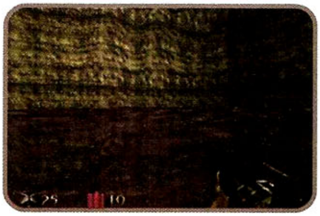

Be a tailgater! The Armored Cars will only fire their missiles at a target in front of them.

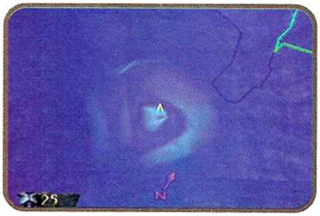

You'll have more time to react and avoid damage if you remain along the edge of the Arena.

WHERE IS THE WARP ZONE IN TREETOP VILLAGE?

The Warp Zone is in the lake in the Treetop Village. Look for a secret cove near the save point. This hidden area does not show up on your auto-map feature, but you can find a watery passage leading to it if you swim along the left wall after you leave the save point. Swim through the passage backwards until the waterfall near the save point fades from view. If you stop and tread water long enough, the Warp Zone will appear directly beneath your feet.

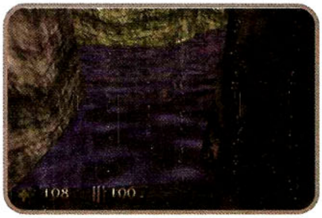

This hidden cove is off your auto-map. Follow the left wall from the save point at the lake.

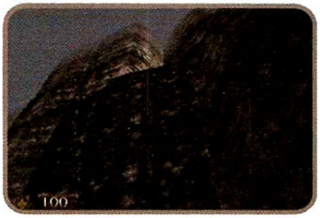

Swim to the waterfall, then backtrack through the passage until you can't see it anymore.

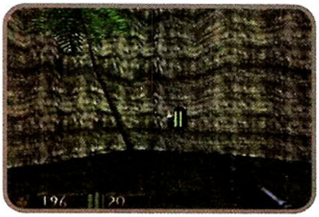

It will take some patience, but if you're treading water in the right spot, you'll see the Warp Zone.

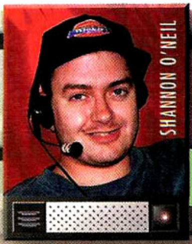
WHERE IS THE GRENADE LAUNCHER?

The Grenade Launcher is in The Ruins. From the beginning of Level 4, swim through the water and follow the left wall. Dive down until you reach the underwater cave with the teleporter. Teleport and work your way to the next checkpoint. Leap from platform to platform until you reach some vines. Clamber up the vines and follow the trail to a tree. Face the tree and make a running leap to the tiny platform across the ravine. If you make the leap, you'll get the Grenade Launcher.


From the start of Level 4, dive into the water and follow the left wall to the underwater cave.


From the checkpoint, leap from platform to platform until you see these vines on a rock wall.

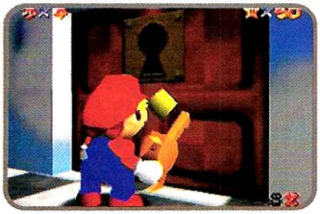

Climb the vines and follow the trail to a tree. Leap across this ravine and claim the launcher.

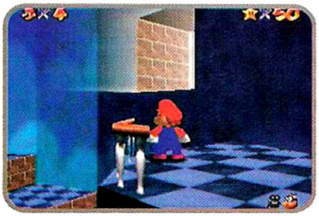


▶ SUPER MARIO 64

HOW DO I GET TO WING MARIO OVER THE RAINBOW?

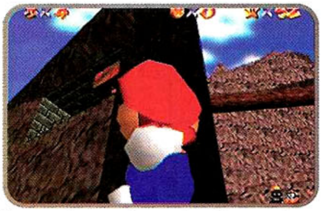
You can't find this secret course until you have the key to the third floor and you've collected at least 50 stars. You'll earn the key when you defeat Bowser in the Fire Sea. On the left hand side of the giant clock you'll find a large square opening in the wall. Enter the corridor and drop down the hole. To complete this course, you'll need to use your Wing Cap to collect all eight Red Coins in the level.

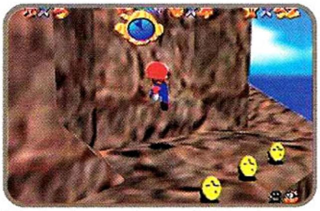

You'll need 50 Stars and the key to the third floor to find the Wing Mario Over The Rainbow course.

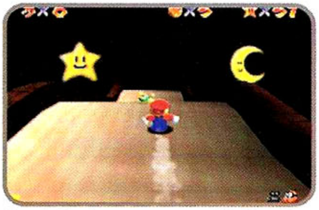

Look for the opening on the left side of the clock, then drop inside the hole and enter the course.

HOW DO I GET THE FOURTH STAR IN TALL, TALL MOUNTAIN?

Many players see a cave as they start Tall, Tall Mountain, but few figure out how to get to the entrance and collect the stage's fourth star. Follow the path up the edge of the mountain until you reach a log. Roll the log to the left and continue up the path until you reach the waterfall. After you make the jump across the gap next to the waterfall, you'll find a string of five twirling yellow coins. If you jump into the wall next to the coins, you'll land on the ledge in front of the cave.

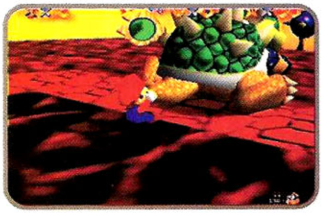

You can collect another star if you figure out how to reach this small opening in Tall, Tall mountain.

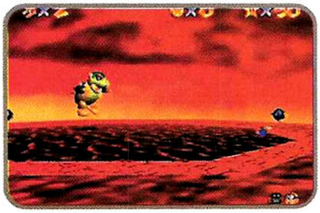

After jumping past the waterfall, jump into the wall next to the fourth twirling coin in the path.

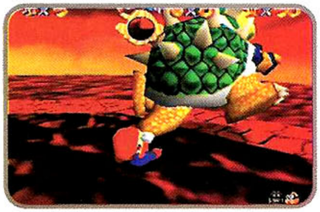

Once inside the cave, you can slide along the slick cavern floor until you reach the star.

HOW DO I DEFEAT BOWSER IN THE FIRE SEA?

You can fling Bowser into a bomb when you don't have to throw him too far, so try to lure him towards a bomb on the edge of the battlefield. As Bowser starts to jump, run to the opposite end of the platform. This precautionary move keeps you from sliding into the lava. Bowser always stops to catch his breath after running at you. This is when you want to grab him by the tail and throw him into a bomb. Bowser surrenders the Third Floor key when you blast him three times.


It's easy to fling Bowser into a bomb if you don't have to throw him too far. Lure him next to a bomb.


Don't get burned! Retreat to the opposite side of the battlefield when Bowser leaps into the air.

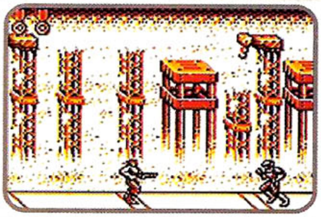

Bowser is a little out of shape. Grab his tail whenever he stops to catch his breath.

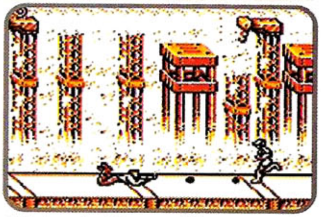
TODD GARDNER

▶ OPERATION C

HOW DO I GET EXTRA LIVES?

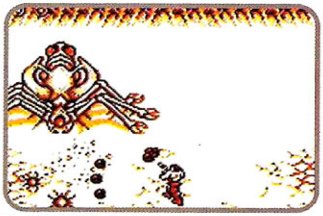
You'll earn a bonus life when you score 20,000 points and you'll accrue an additional life each time you raise your score by 30,000 points. The best way to earn extra lives is to stand in a corridor where enemies are charging onto the screen and blast away by holding down the B Button. The higher the point value of the enemy, the sooner you'll rack up the lives you need to continue your mission.

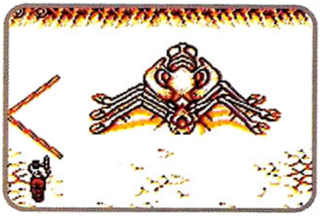

Every level in Operation C has at least one corridor where unlimited enemies will charge at you.

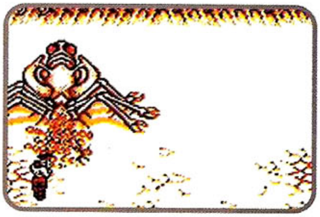

Hold down the B Button and blast away until you have enough lives to finish the game.

? HOW DO I DEFEAT THE ALIEN SPIDER? ?

There's a secret safe spot inside the Alien Spider's chamber in Stage Four. As the fight begins, walk down to the bottom of the chamber, then all the way to the left. Take one or two steps up and start firing. If you're standing in the correct location, the spider's laser bolts will shoot out in a diamond pattern and barely miss your head. Keep firing at the rampaging baby spiders. Each time you destroy a baby spider, you'll weaken the Alien Spider and eventually destroy her.


The Alien Spider's minions and lasers make Stage Four a tough fight, but luckily there's a safe spot.


Stand in this exact location and the lasers can't hit you. Now take aim at the charging spiders.


You don't have to hit the Alien Spider directly. She takes damage when you destroy a baby spider.

▶▶ Q&A FAST FACTS ▶▶

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NBA HANG TIME

Q: How do I save the player I just created?

A: Plug in a Controller Pak before you turn your N64 on or it won't save your player.

Q: Can I break a backboard?

A: Not in this game. (Can you do it in real life?)

Q: How much time do I need for a last second shot?

A: You must have half a second on the clock.

STREET FIGHTER ALPHA 2

Q: Is Akuma's Bison Killer Combo in the game?

A: Yes, but the move is now called the Raging Demon Combo.

Q: Why does Dan sometimes flash when I execute Dragon Punches?

A: Dan will flash if you perform a Dragon Punch perfectly.

CASPER

Q: Hey! This door won't open!

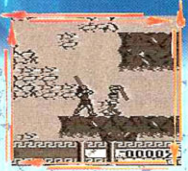
A: If you hear a buzzing sound when you try to open the door, you've already completed that room. If not, make sure Casper is centered directly in front of the door.

Q: I messed up in a puzzle room! What can I do?

A: If you place a puzzle piece incorrectly, you can press the Select Button and reset the room.

Disney's HERCULES™

Disney's latest cartoon hit is Greek mythology's brawniest hero and Game Boy's newest pint-sized powerhouse. Labor with the strong man as we toil through the adventure's nine levels to go from "Zero to Hero."



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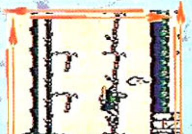
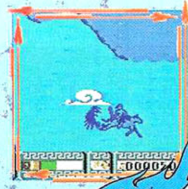
The IsLe of Idra

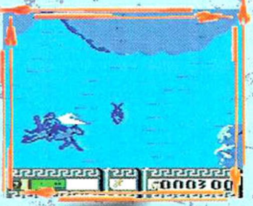


It's the stuff that myths are made of. Hercules, a mere mortal with god-like strength, discovers that he's actually the son of Zeus. Mr. Lightning Bolts doesn't play favorites, however, so before Herc can join the gods on Mount Olympus, he'll have to prove himself by overcoming the ultimate workout of near-impossible labors. Accompanied by the wise and helpful Philoctetes (and snappy music from the movie), Hercules undertakes his odyssey, first training on the Isle of Idra to battle snakes, scorpions and other pests.

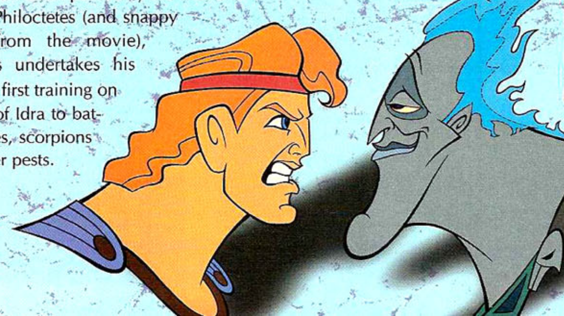
The Journey to Thebes

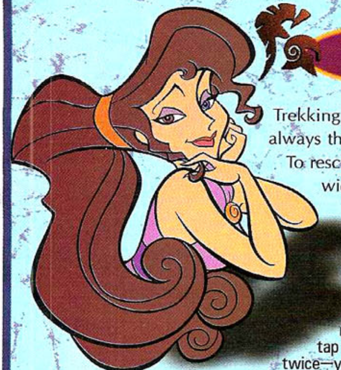
Fully-trained as a warrior, Hercules saddles Pegasus to fly back to Thebes. Of course, Hades has other plans for the hero. The underworld's undertaker has unleashed winged beasts and lightning to down Hercules. To ride off into the sunset, snag the powerful Fire Sword at the first ledge after the pillar-like ledges.





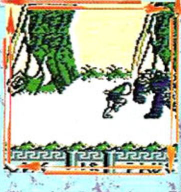
You have to eat right if you want to keep the title of "World's Strongest Man." Seafood should keep you fit, so revitalize your health by catching the jumpy fish that spring out of the water.





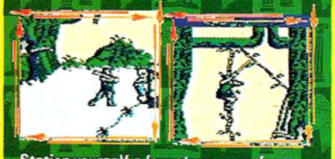
The River Bank

Trekking through Centaur Woods, Hercules, always the hero, answers a maiden's cry for help. To rescue her, defeat the woodland creatures by wielding your sword just before they attack. Since Herc swings his blade back before he jabs, it will take an extra moment to connect.



Approach the stone monsters, then tap the B Button twice—you'll stampede the statues and turn them to rubble when you plow into them with your shoulder.

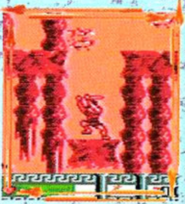
The Centaur



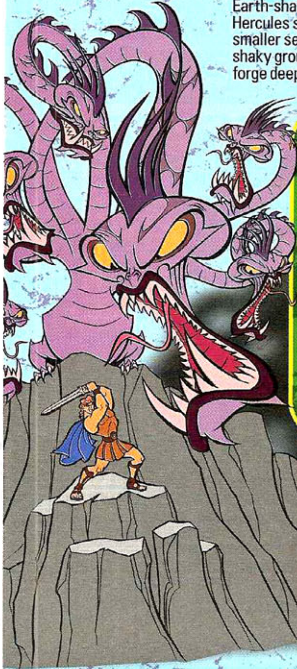
Station yourself a few steps away from the centaur and swipe relentlessly at him with your sword. When Nessus is no more, climb the vine by Meg and cut the ties that bind her.

The Valley of Hydra

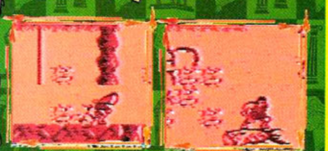
Embarrassed to stay in Thebes where the villagers scoff at his amateur heroics, Hercules wanders into the Hydra's lair. With help from the map on the right, guide the crestfallen hero through the labyrinth to meet the Hydra and find redemption.



Earth-shattering news! If Hercules stomps on the smaller sections of the cavern floor, he can smash the shaky ground and break on through to the other side to forge deeper into the Valley of the Hydra.

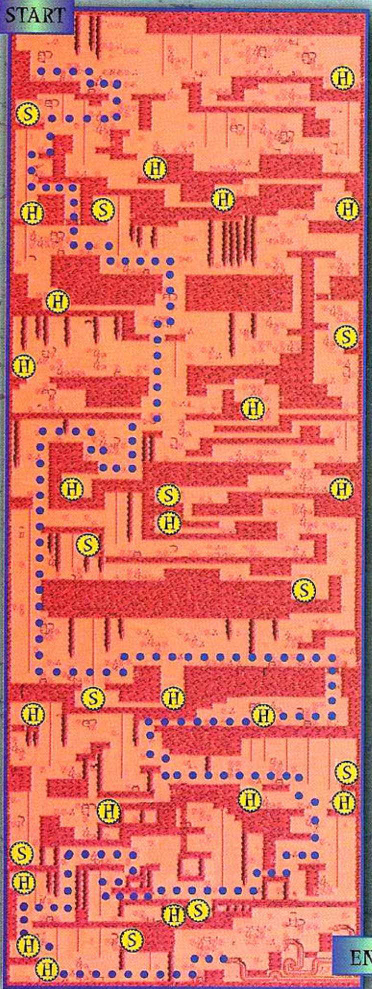


The Hydra

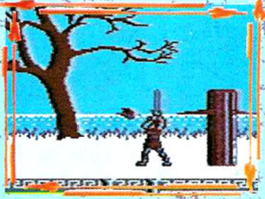


Avoid getting boxed in by charging through the right wall of the cavern. When you storm to the other side, the Hydra will rear its ugly heads—three to be exact. Dodge their fireballs, then climb onto a head to stomp it out of commission.

HEALTH (H) SHIELD (S)
HERCULES' PATH ● ● ● ●



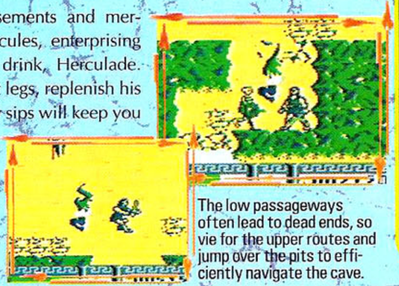
The Stymphalian Lake



After Hercules slays the Hydra, Hercules-mania sweeps Thebes as the mighty mortal's heroism entrances the entire city. To further test his courage, Hercules sets off for Stymphalus, where he must exterminate the countless birds that plague the town. Once he's cleaned out the coop, the town's wall will lower and Herc can move on to bravely wrangle with more snakes and skeletons.

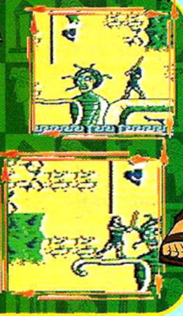
The Lost Land of Medusa

With heroism comes endorsements and merchandising. In honor of Hercules, enterprising villagers concoct the sports drink, Herculade. If the muscle man's on his last legs, replenish his health with Herculade—a few sips will keep you fit to fight your way to Medusa.



The low passageways often lead to dead ends, so vie for the upper routes and jump over the pits to efficiently navigate the cave.

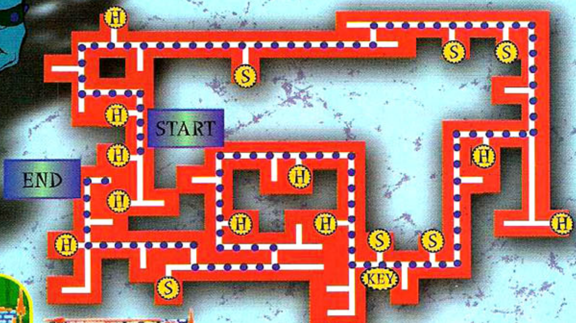
Medusa

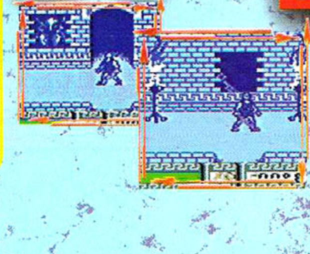


Medusa can stare holes through you with her arrow-launching eyes, so climb the rope to avoid eye contact. When she's not looking, give the hideous gorgon a makeover by chopping off her snake-hair.

The Labyrinth of Crete

Hercules' next labor is to defeat the Minotaur that's locked inside the confines of the Labyrinth of Crete. Compounding the task into even more of a herculean challenge are the dizzying maze and its crew of skeleton and shadow warriors.

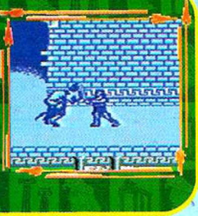




Phil may be a wisecracker, but when he tells you to let the owls be your guide, heed his advice. If you enter the doorways that have owl pictures adorning them, you'll be on the right track to reaching the Minotaur at the maze's end. If you don't give a hoot and take a wrong turn, hit Select to view your map.

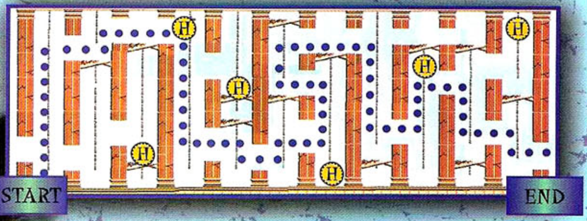
Minatour

The Minotaur meets its match when Hercules plays toreador to prove just how heroic he can be. When the raging bull rushes you, slash at it with your sword. The Minotaur will bullishly bully you again by stampeding, so keep your sword swinging.

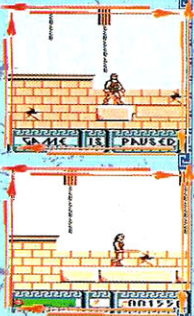


The Cyclops

To free Meg from Hades, Herc agrees to give up his powers for a day. Hades takes advantage of the deal by unleashing the titans to destroy Thebes and the gods. Weakened, Hercules nevertheless tries to save the city from the skeletons and Cyclops, and he soon learns that a hero isn't measured by the size of his strength, but the strength of his heart.



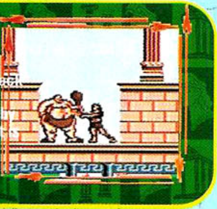
HEALTH (H)
SHIELD (S)
HERCULES' PATH ●●●●●



Hercules may be the son of gods, but he can't walk on air. Traverse the open area by extending a platform when you climb to the top of the chain.

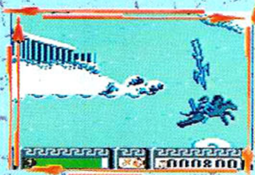
Cyclops

The tubby Cyclops apparently compensates for his lack of depth perception by wildly charging his victims until he makes contact. Dodge his advances by climbing onto the column's pedestal. When the coast is clear, drop down and mount a tummy attack by swinging your sword at his vulnerable belly.



The Battle of Olympus

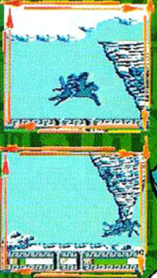
Herc regains his strength in time to free the gods on Mount Olympus. As he gallops Pegasus to the summit, Hades blitzes them with a stormy assault of winged baddies and Tornado Gods. Be sure to have the Fire Sword, because while Herc's riding Pegasus, the blade can launch fireballs.



Swiftly fly Pegasus through the skies to dodge the bolts of lightning that rip through the clouds. To avoid getting struck, catch the shields that rain from the sky.

Tornado Gods

The Tornado Titan's about to swallow the heavens. The twister spins out missiles to thwart your heroics, but the projectiles travel only laterally. Hover beneath the eye of the storm and blast the titan's face when it whirls your way.



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MEMBER IDENTIFICATION #

NINTENDO POWER EXCLUSIVE

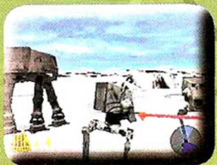
STAR WARS SHADOWS OF THE EMPIRE

A Nintendo Power Exclusive!

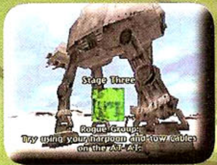
Nintendo Power just obtained ultra-secret codes for Star Wars: Shadows of the Empire straight from the developers at Lucas Arts. These codes allow you to control an AT-ST, an Imperial snowtrooper and even a wampa! To use these codes, you must enter "-Wampa--Stompa" as your name at the beginning of the game. The dashes are spaces, and there are two spaces between Wampa and Stompa. Will you turn to the dark side and fight for the Empire, or will you stand with the Rebels against evil? It's up to you!

Drive An AT-ST

To drive an AT-ST in the Battle of Hoth, play through the battle until the AT-STs appear. Press Left on the Control Pad (not the Control Stick) and the right C Button simultaneously and then press Up on the pad. Now press right C to scroll through the game views. The over-the-shoulder view of your snowspeeder will be replaced with an over-the-shoulder view of an AT-ST! Use the Control Pad to steer and press Up on the pad to fire. You can direct the AT-ST's attention in a general way, but it will fire at anything that crosses its line of sight. In the meantime, your snowspeeder will keep flying. You can still steer it with the Control Stick, but you won't know where it's going.



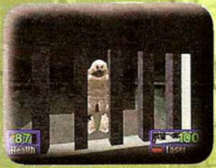
You can shoot at other Imperial vehicles, but they will shoot back!


Stage Three
Rogue Group: Try using your harpoon and tow cables on the AT-AT.

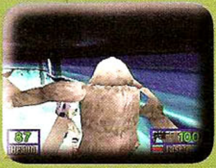
Your Controller must be on the default settings for all of these codes to work.

Become a Wampa

To become a wampa, you must be playing at least on the Medium difficulty level. In the Escape From Echo Base stage, press Left on the Control Pad and the right C Button simultaneously and then press Up on the pad. Use the right C Button to switch between Dash and the wampa. As a wampa, press Left, Right and Up on the Control Pad to move and press Down to swipe at enemies.



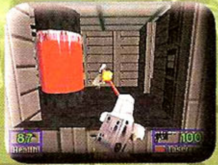
You can't open the wampa cage from the inside. Someone else will have to do it.



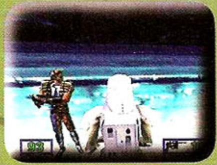
The wampa is slow, but it's also very powerful.

Become a Snowtrooper

To become a snowtrooper in Echo Base, press Right on the Control Pad and the right C Button simultaneously and then press Up on the pad. Once again, use the right C Button to switch views. As a trooper, press Left, Right and Up on the Control Pad to move and press Down to fire your blaster.



The health and laser power meters are for Dash, not the snowtrooper.

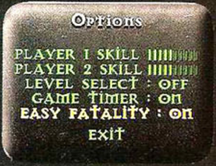


Once you take over a trooper, he won't hurt Dash, even if you switch back.

WAR GODS

Multiple Cheats

This code activates a Cheat menu on the Options screen. Turn on your N64, and when the words "Midway Presents War Gods" appear, press Right, Right, Right, B, B, A and A. Available cheats include a handicap option, a stage select, a timer option and an Easy Fatality mode. In Easy Fatality mode, all Fatalities are executed with the same control sequence: High Punch, Low Punch, High Kick and Low Kick.



Options

PLAYER 1 SKILL
PLAYER 2 SKILL
LEVEL SELECT : OFF
GAME TIMER : ON
EASY FATALITY : ON
EXIT

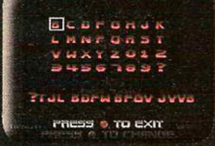
If the code is entered correctly, the screen will flash.

In Easy Fatality mode, you must still stand at the proper range for each fatality.

DOOM 64

Features Menu

To make the Features menu appear on the Options screen, enter ?TJLBDFWBFGVJVVB as your password. This menu gives you the following cheats: Warp (using this stage select cheat is the *only* way to reach Levels 25-27), Invulnerability, Weapons (all weapons and full ammo), Health Boost and Map Everything (shows all the areas and most of the secrets of the level displayed).



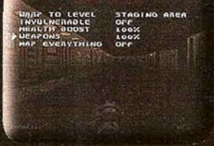
PASSWORD

B C D F G H J K
L M N P Q R S T
V W X Y Z 0 1 2
3 4 5 6 7 8 9 ?

?TJL BDFW BFGV JVVB

PRESS ● TO EXIT

The Features menu also appears if you get all the keys in Level 32 (Hectic).



FEATURES

```
WARP TO LEVEL      STAGING AREA
INVULNERABLE       OFF
HEALTH BOOST       100%
WEAPONS            100%
MAP EVERYTHING     OFF
```

Activate Health Boost and Weapons whenever you need a quick refill.

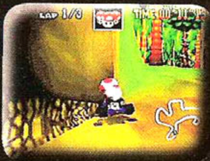
MARIO KART 64

Super Shortcuts

Rev up your engines and set new track records with some of the best shortcuts in Mario Kart 64! The D.K.'s Jungle Parkway and Kalimari Desert shortcuts are available only on the first and second laps of a race, and the Kalimari Desert shortcut is available in the Grand Prix and Vs. modes only. There are tons more tricks and expert strategies in the official Mario Kart 64 Player's Guide, written by the pros here at Nintendo Power. This is a hot book, so you'd better scoop up a copy, if you haven't already!

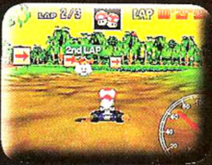
Jungle, Pt. 1

On your first or second lap of D.K.'s Jungle Parkway, turn around at the Starting line and head into the cave. Once inside, head toward the wall just to the left of the exit. Jump just before you hit.



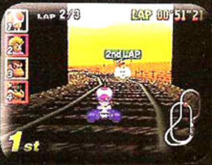
Jungle, Pt. 2

Angle a bit to the left as you jump. If you aim just right, you'll fall into a dark space. Lakitu will pick you up. If he brings you back to the cave, head through the Finish line to advance to the next lap!



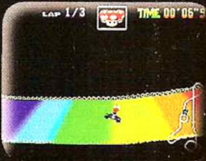
Kalimari Desert

If you have a Super Star, turn left at the second train crossing. Activate the star just before you enter the tunnel. In the tunnel, you'll advance to the next lap. At the exit, turn left to get back on the track.



Rainbow Road

Don't use a Rocket Boost off the Starting line. Steer left and aim yourself at the rail at about a 90-degree angle. Jump the rail around the third yellow tile. If you're lucky, you'll land on the track below.

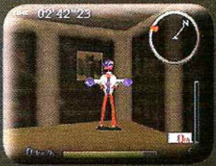


PILOTWINGS 64

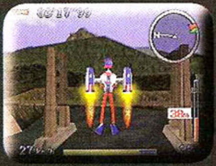
Coast to Coast and Day to Night

If you'd like a quick change of scenery in PilotWings, strap on your jet pack and give these warps a try. If you're using a coast-to-coast warp for the first time, you must start out on the East Coast. Once the warp is open, you can fly through it from either end as often as you like. These warps can be used with the jet pack only.

New York City to San Francisco

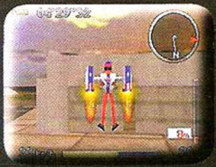


In NYC, find a green building with a ground-level door. Fly inside to see an N64 logo.

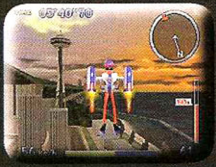


Fly through the building and out the other door. You'll emerge in San Francisco!

Miami to Seattle

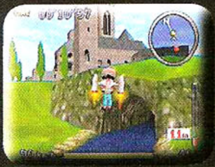


In the Florida area, look for a hangar with an open door. Fly right inside.

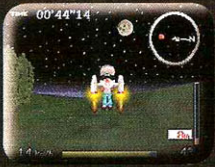


Now turn around and come right back out. You'll be in beautiful Seattle, Washington!

Day to Night



On Holiday Island, follow the river beneath the castle. Go to the end and bump the grate.

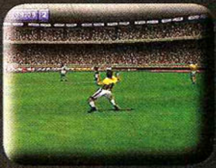


If you hear a tone, turn around and exit the cave. Day will have turned into starry night.

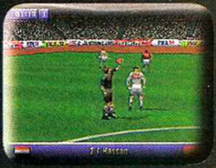
FIFA SOCCER 64

Rah, Rah, Rah!

Here are a couple of codes that will help keep your team's spirits up and your opponents' in the dumps. To pound a drum or blow an air horn, press any of the C Buttons after your team scores a goal. To boo the opposing team at any time, press any direction on the Control Pad.



You can play the drum or the horn from the time you score until the next kickoff.

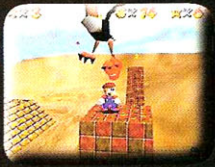


The Boo Code can be used only once per quarter, so save it for a strategic moment.

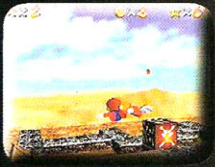
SUPER MARIO 64

Cap In Hand

This trick allows Mario to fly with two caps, one on his head and one in his hand. In Course 8 (Shifting Sand Land), let yourself be attacked by the Big Bird. Don't pick up your cap. Stand next to the palm tree near the pond to warp to the Cannon. Warp back and forth a few times. Now head to the two-story stone building near the entrance to this course. Somersault or triple-jump on to the top of it. Hit the Red Exclamation Block to get the Wing Cap. Fly back to your original cap and pick it up. Triple jump to take off again.



This trick can be done at any time after you've picked up the first star in this course.



You can watch Mario as he flies around, holding his Wing Cap. Yippee!

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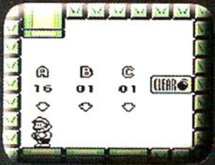
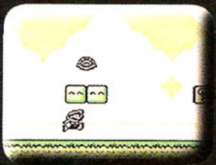
SUPER MARIO LAND 2 6 Golden Coins™

Easy Game and Demo Game

This recently rereleased classic has players clamoring for codes once again. To play an "easy" game, press Start and then Select on the Title screen. To play on the demo screen, press and hold Up, Select and B on the Title screen.



With the easy game, you can choose any save file.

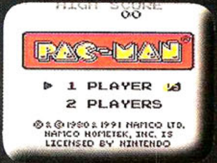


The demo game will freeze up after a minute or so.

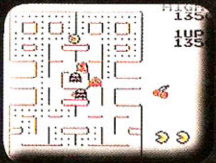
PAC-MAN

Full Screen

To get a better view of this rereleased gem, press Left or Right on the Title screen until a "1/2" symbol appears next to the "1 Player" option. Now press Start.



Press Left or Right on the Title screen to make a "1/2" symbol appear.

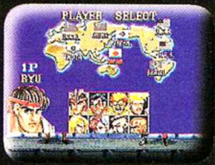


Start your game as normal. The playing field will now take up the entire screen.

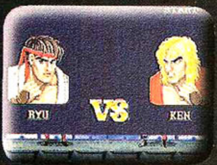
STREET FIGHTER ALPHA 2

Twin Fighters (Player Vs. Computer)

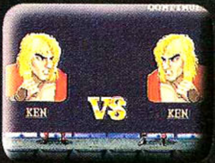
To commemorate the rerelease of the game that ignited the street fighting craze, here's a code that pits a World Warrior against a computer-controlled twin. First label all the fighters as F1, F2, F3 and so on. F2 will be the one duplicated. Start a match as F1 and let yourself lose. Continue as F2 and lose again. Now continue as F3, but press Start on Controller 2 as the match begins. You'll go back to the Player Select screen. With Controller 2, select F4. Allow F3 to win the match. Continue the game through the next four matches, allowing F3 to defeat F5 through F8. Continue the game again. With Controller 2, select F2. Once the match begins, do not fight at all, and let the timer run out in each round. When the match ends, continue the game with Controller 1 and select F2. The next match will be between F2 and F2!



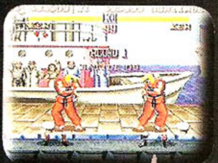
Label all the fighters, from F1 through F8.



If the first match is F1 vs. F2, reset your game and start over.



If this trick is executed properly, F2 will end up in a match against an "evil" twin!



If you win the match, the game may continue on through the "boss" stages.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
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Your
Power Guide
To The Latest
Releases
July 1997
NOW
Nintendo
PLAYING
N64
Game Boy
Super NES

STAR FOX 64

Nintendo/96 Megabits

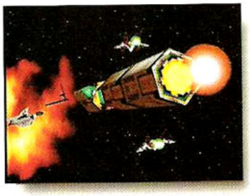
STARFOX 64
Includes Rumble Pak controller accessory

Category	Action
Graphics & Sound	4.8
Play Control	4.0
Challenge	4.5
Theme & Fun	4.0

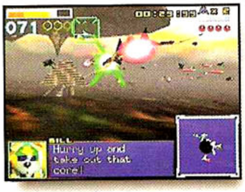
- 1 to 4 players simultaneously
- Rumble Pak
- 15 missions
- Battle Mode

Rating Teen

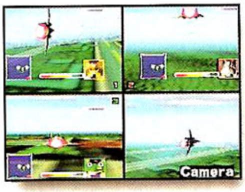
Another fast action classic for the N64.



Nintendo's Star Fox 64 breaks new ground by delivering a bone-jarring, breathless, space combat adventure that keeps you on the edge of disaster from Corneria to Venom. Mr. Miyamoto has said that this game includes everything he wanted to put into the original Star Fox for the Super NES but was limited by the technology. One of those innovations is the use of animated cinematic scenes with speaking characters. Many characters in the game give you information and involve you with the story so that you feel as if you're in the middle of the action. Even more immediate is the sensation of being hit by enemy fire when the Rumble Pak accessory shakes the controller. One Rumble Pak is included with the game and the feedback really is impressive. (We were skeptical at first, but now we never play without the Rumbler.) At the heart of the action is a brilliant 3-D flying and driving engine. Your control of the Arwing space fighter, Landmaster tank and Blue-Marine sub makes other shooters seem clunky in comparison. The action may take many directions since your path to Venom can be along one of many routes that link the 15 mission locations in the Lylat System. For a break from the serious business of saving the universe, you and three friends can plug in for head-to-head duels in two combat arenas. No one will accuse Star Fox 64 of being just another shooter. Enter the battle this month in our Power review.



Hurry up and take out that core!



➕ Excellent graphics and play control. Incredibly immersive. Rumble Pak raves.

➖ No stage save function.

Pros' Picks SP HS DO TM PS LS

INTERNATIONAL SUPERSTAR SOCCER 64

Konami/64 Megabits

INTERNATIONAL SUPERSTAR SOCCER 64
KONAMI

Category
Soccer

Graphics & Sound 4.2

Play Control 3.5

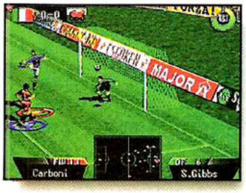
Challenge 4.0

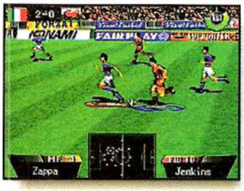
Theme & Fun 3.3

- 1 to 4 players simultaneously
- Controller Pak (61 data pages)
- International teams
- Camera controls

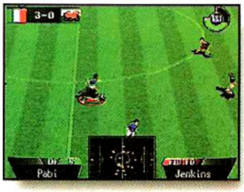
Rating K-A

The world's game comes to North America in style.





Quite possibly the best sports video game ever made, Konami's International Superstar Soccer 64 has received rave reviews from Japan to Europe, where players take their soccer very seriously. It's not that ISS 64 looks so much better than other 3-D sports games, which just goes to prove that graphics aren't everything. This game simply out-plays the competition. The interface between on-screen player animations and your controller is so intuitive that you immediately feel as if you're a part of the game. Players react intelligently to your commands and actions, just as they would in a real soccer match. The North American version of the game includes international teams and an English language play-by-play announcer. Other than that, this is still very much the J League Perfect Striker game of which you've heard so much praise from the staff at Nintendo Power. Soccer and sports fans of every stripe shouldn't miss this game. It's one for the record books.



➕ Excellent, intuitive game play and control. Some of the besy AI in any sports game. Synchronous play-by-play.

➖ Real player names not used. Number of special moves is limited.

Pros' Picks SP HS DO TM PS LS

DARK RIFT

Vic Tokai/64 Megabits

Category
Tournament Fighter

Graphics & Sound 4.1

Play Control 3.3

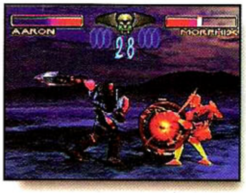
Challenge 3.9

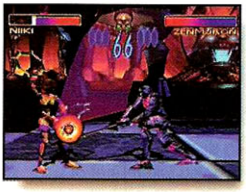
Theme & Fun 3.6

- 1 or 2 players simultaneously
- No Controller Pak option
- 10 fighters
- 3-D rotation

Rating Teen

Big weapons and wanton destruction. Dark Rift delivers the goods.





Vic Tokai's first N64 title has the look of a thoroughbred. The design team at Kronos did great things with the animation, lighting and backgrounds, plus the moves are creative and exciting. The game takes the form of a pretty standard 3-D tournament fighter, but includes weapons and variations on the traditional controller set up that makes it both easier and harder to play. The A and B Buttons control specials and distance or projectile moves while the C Buttons control kicks and punches, which often make use of weapons as part of the kick or punch. Unfortunately, activating some specials seems to be more a matter of luck than skill because the controls are overly finicky. Perhaps the most interesting innovation in Dark Rift is the form of the AI. Computer opponents recognize repeated moves and react intelligently to defeat or counter them. You may not notice this scary ability in the first rung or two of the tournament ladder, but pretty soon you'll find that a one dimensional attack strategy will be met with brutal force. You have to mix things up and be inventive. As for the characters, they range from human to very alien, and they all look cool, as do the fighting arena backgrounds. This month, Nintendo Power goes inside the Rift to help you come out the other side as a winner.

➕ Great animation and cool moves.

➖ Play control seems uneven.

Pros' Picks TM

Game BOY

HERCULES

THQ/4 Megabits

Disney's
HERCULES
GAME BOY

Category
Action

Graphics & Sound 3.3

Play Control 2.8

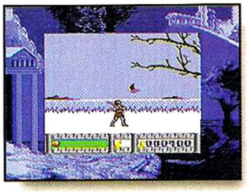
Challenge 3.3

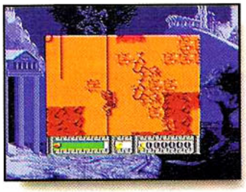
Theme & Fun 3.3

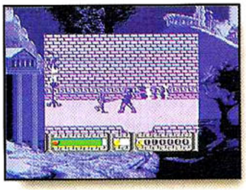
- 1 Player
- Passwords
- 9 stages
- Super Game Boy enhanced

Rating
K-A

Mighty Hercules finds a home on Game Boy.







The seven labors of Hercules were cake compared to this. Well, maybe not cake, but THQ's Game Boy action pak based on this summer's Disney animated feature will require some heroic effort on the part of would-be champions. Hercules wields one of several swords or fights bare-knuckled as the gods intended. One song in the game is taken from the Disney film, as are some of the characters, but the adventure here is pretty standard side-scrolling action. His journey takes him to dangerous stages where he encounters such villains of the ancient world as Medusas and Centaurs and Gorgons. Oh my! No, this isn't Kansas, and you'll wonder if it's really ancient Greece when you catch sight of such items as Hercules' sports water bottle, which is used to heal up the hero. What were the developers thinking? That Homer had an endorsement contract with Gatorade? But silly items aside, Hercules provides some action-packed escapism if not epic adventure. Turn to this month's Power review to see more of Hercules.

Fun theme. Movie tunes.

Poor hit detection leads to unnecessary damage. Some very short stages. Slow animation.

Pros' Picks

Super NES

SUPER BLACK BASS

Hot B/ 8 Megabits

Super Black Bass
PRO FISHING GAME
HOT·B
SUPER NINTENDO

Category
Bass Fishing

Graphics & Sound 3.2

Play Control 3.0

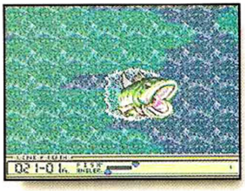
Challenge 3.5

Theme & Fun 3.5

- 1 Player
- Originally released in 1993

Rating
K-A

The biggest bass in the lake is back!



Believe it or not, Super Black Bass ranks as one of the most consistent top-selling Super NES games of all time. For years, this fishing simulation ranked in the top 20. What's so special about Super Black Bass? There's quite a bit of strategy to catching lots of bass. Your selection of lures and locations on the lake, depending on the weather conditions and time of day, can greatly influence the quality of your catch. The mechanics of fighting the fish also makes intuitive sense, unlike some other bass games. Finally, the realistic graphics allow you to see the fish in the water, which helps build up excitement. If you're an angler, but you want to enjoy the sport from the comfort of your own home, you can't go wrong with this catch.

Good graphics and play control. More involving than you might think.

Landing fish is more challenging than in reality, and it takes an unrealistic amount of time.

Pros' Picks SP TM LS

Super NES

CLUE

Parker Bros./Rereleased by Majesco/4 Megabits

Clue
Parker Brothers' Classic Detective Game
SUPER NINTENDO

Category
Board Game

Graphics & Sound 3.4

Play Control 3.3

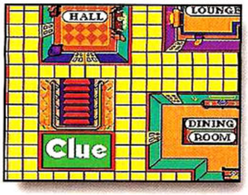
Challenge 3.4

Theme & Fun 3.6

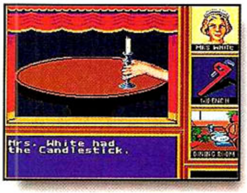
- 1 to 6 players alternating
- 5 skill levels
- No save feature
- Originally released in 1992

Rating
N-R

Whodunit? Clue, that's who.



The popular board game of murder most foul showed up on the Super NES about five years ago, but the classic game of Clue never goes out of season. With the rerelease of this game from Majesco, players can take on the identity of Miss Scarlet, Professor Plum, Colonel Mustard, Mrs. Peacock and all the other usual suspects. Your goals in Clue are to figure out who killed Mr. Body, what weapon was used, and where the horrid act took place. If you guess correctly, give yourself a sleuthful pat on the back. As in the Super NES version of Monopoly, the chief benefit of playing the game on your TV is that you don't have a mess to clean up, you can play even when you're alone, and you won't run out of those pesky clue sheets. The problem is that it's actually a slower game than the old, primitive board version. An even bigger problem arises if you are playing with more than one person when you have to look at your cards on the screen. You just can't improve on some things.



Mrs. White had the Candlestick.

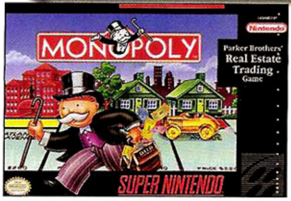
+ One player games are possible using computer players.

− It's still more fun using the original board game. You can't hide your cards from other players. Slower than the board game.

Pros' Picks

MONOPOLY

Super NES Parker Bros./Rereleased by Majesco/4 Megabits



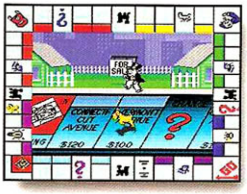
Category
Board Game

Graphics & Sound 3.4
Play Control 3.3
Challenge 3.4
Theme & Fun 3.4

- 1 to 8 players alternating
- Computer players
- No save feature
- Originally released in 1992

Rating N-R

Who says there's no such thing as Free Parking?



Parker Bros.' classic board game first appeared on the Super NES back in 1992. Thanks to Majesco, the game will reappear this summer for a substantially lower price. One to eight players can join in taking alternating turns with the controller to manipulate their pieces, buy property, make deals with other players, and use cards. Perhaps the best part of this game is the instant set up option that lets you begin play with properties, improvements and money already distributed. The other primary benefit is that you can play against up to seven computer players.

+ One-player games possible.

− Slower and more awkward than board play with multiple players. Poor menu selection.

Pros' Picks

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- SP **Scott**–Sports, Simulations, Adventures
- HS **Henry**–Fighting, Action, Sports
- DO **Dan**–Action, Adventure, Puzzles
- TM **Terry**–RPGs, Simulations, Puzzles
- PS **Paul**–Fighting, Sports, Simulations
- LS **Leslie**–RPGs, Simulations, Adventures

Graphics & Sound
Play Control
Challenge
Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

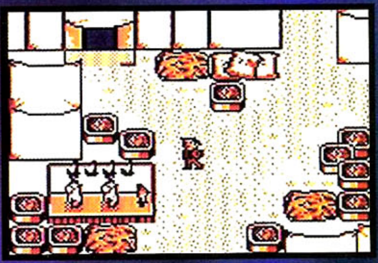
EC	Early Childhood
KA	Kids to Adults
T	Teen (13+)
AO	Adult (18+)
M	Mature (17+)
NR	Games that were released prior to the commencement of the ratings system are designated N-R.

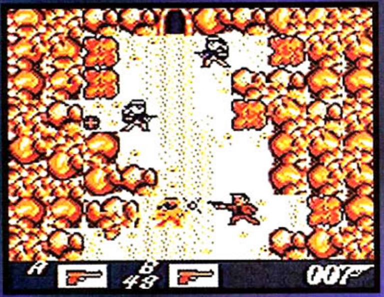
PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

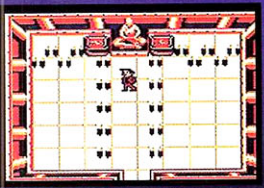
There's plenty of news and new views leading up to E3. This month's Pak Watch focuses on N64 titles that will be introduced at the show, plus new Super NES and Game Boy games. Don't miss either Bond game or the latest on Griffey for Game Boy.

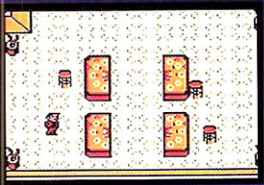
JAMES BOND 007

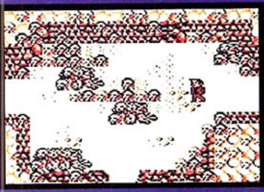


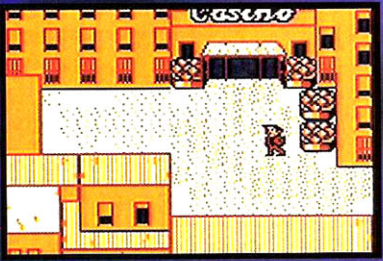


Cold War freaks and James Bond fans will have a second treat this fall when Nintendo releases James Bond 007 for Game Boy. Rare Ltd. is developing this adventure/thriller for Nintendo and is taking extraordinary measures to see that the game is released in September. (One of those measures is that the game won't be shown at E3.) The early version that arrived at Pak Watch contained just one interior and one exterior area. The game theme is based on general Bondisms rather than a single film like GoldenEye. Bond's missions for Her Majesty's Secret Service take place in exterior and interior areas featuring overhead perspectives similar to those found in The Legend of Zelda: Link's Awakening. The upshot is that players won't know what to expect or which characters will appear.

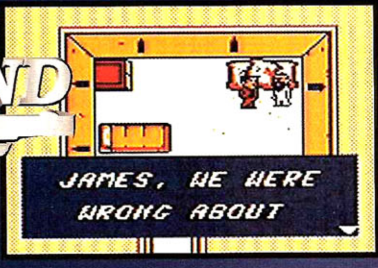








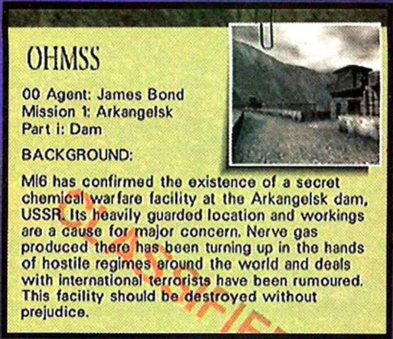
JAMES BOND 007™



JAMES, WE WERE
WRONG ABOUT

GOLDENEYE

What a difference a few months can make. As good as this game was when we previewed it in the February, Vol. 93 issue of Power, that is nothing compared to the game that Rare recently sent to us. GoldenEye is suddenly so cool that nothing in the first-person action category even comes close to it. The level of graphic detail is totally stunning, the mission areas are vast, the animation is more realistic than anything to date, and the music, well, when you put Rare and a classic bit like the Bond theme together, you get chills down your spine. All this sounds like hype, but when you see GoldenEye for yourself, you'll never want to settle for anything less. You can move in for a close-up and the surfaces are remarkably smooth. In some areas, you can see far into the distance without the pervasive fog that typically hides the polygon popping in most games. But good looks aside, the biggest news in GoldenEye is that it isn't just a shooter anymore. Each mission has numerous requirements and options. Bond uses a whole array of gadgets and weapons in scenes based on the movie, but not limited to it. The coolest part of the new GoldenEye is the multi-player options which will rewrite the way game developers create hide 'n' seek games. One to four players will find themselves choosing from a variety of Bond characters. The matches themselves have different rules, such as the Man With the Golden Gun in which you have the golden gun and one bullet is all you need, or You Only Live Twice, in which players have just two lives. You get the idea. GoldenEye is loaded and ready to explode on the scene in August.

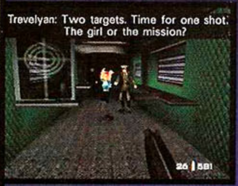


OHMSS

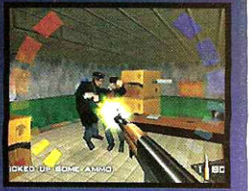
00 Agent: James Bond
Mission 1: Arkangelsk
Part i: Dam

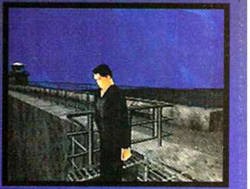
BACKGROUND:

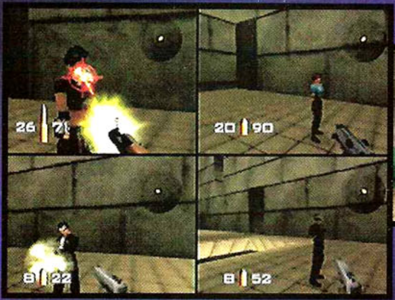
MI6 has confirmed the existence of a secret chemical warfare facility at the Arkangelsk dam, USSR. Its heavily guarded location and workings are a cause for major concern. Nerve gas produced there has been turning up in the hands of hostile regimes around the world and deals with international terrorists have been rumoured. This facility should be destroyed without prejudice.

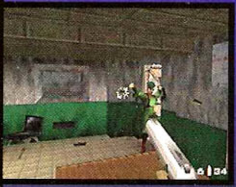


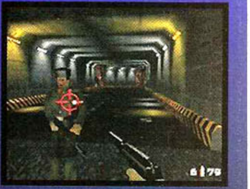
Trevelyan: Two targets. Time for one shot.
The girl or the mission?

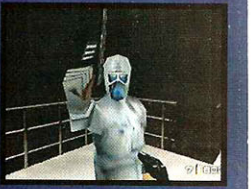


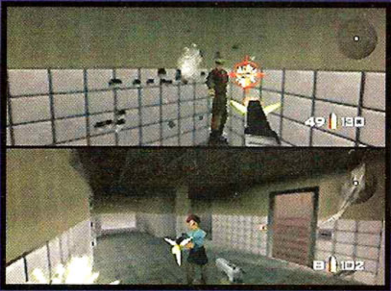


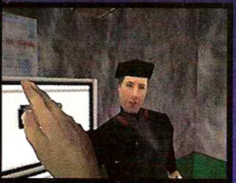


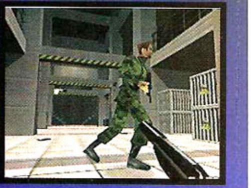


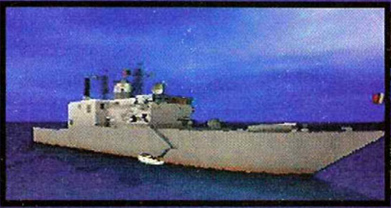


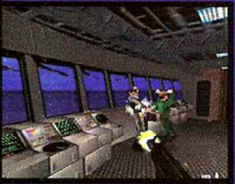


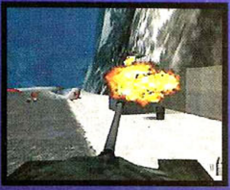






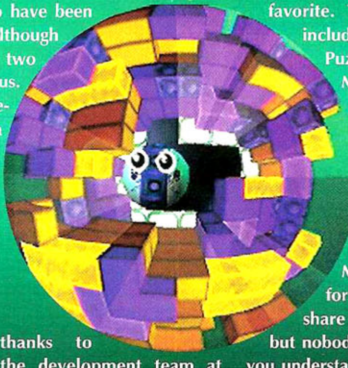


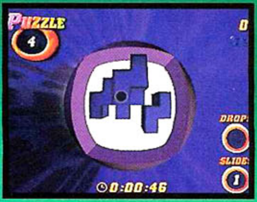


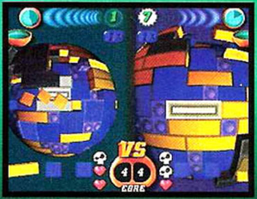


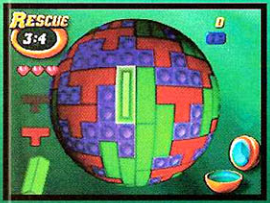
TETRISPHERE

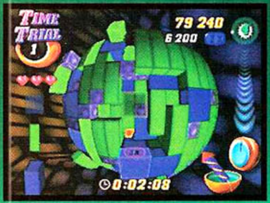
It's said that good things come to those who wait. In the case of Tetrisphere, that turns out to be prophetic. Tetrisphere seems to have been in development forever, although it's really only been about two years. But the results are tremendous. Action puzzle fans had better be prepared to lose a lot of sleep and a substantial portion of their sanity thanks to the development team at H2O. At the heart of this puzzler is a sphere composed of layers of Tetris-like blocks that you try to knock off using similarly shaped blocks. Beneath all the layers of pieces is a little guy trying to escape from the sphere: that's in the Rescue Mode, which is the Pak Watch favorite. The other modes include a mind-bending Puzzle Mode, a VS. Mode so that you can share your frustrations with others, Hide-And-Seek Mode, which is a weird, mishmash of a game, Time Trial Mode and VS. CPU, for when you want to share your frustrations but nobody is around. Once you understand the basic mechanics of these six games, which are explained in a training option, then kiss your productive life goodbye. You'll be spinning the sphere, looking for block matches and combo possibilities that will wipe out big chunks of the sphere all at once. If you get Magic items, you can blow away huge chunks with a well-aimed rocket. Frankly, we were a little surprised to get this hooked on Tetrisphere. Give it a chance and we think you'll be surprised, too. Nintendo now plans to release Tetrisphere by the end of July, so the long wait is nearly over.





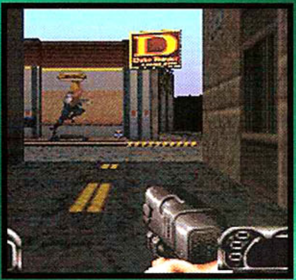


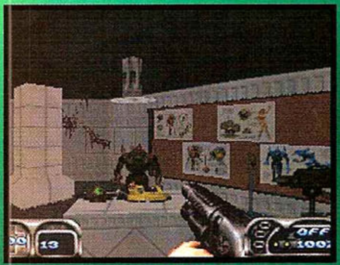


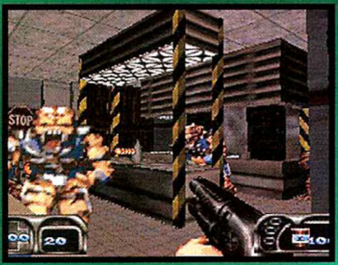


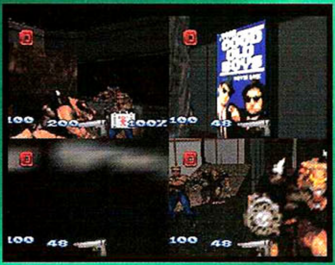
DUKE NUKEM 64

GT Interactive's Duke Nukem 64, in development at Eurocom, showed up at the Pak Watch desk with lots of fire power and heat. One of the best-selling PC shooters of recent years, Duke Nukem is famous for its raw imagery, big guns and constant action. Although the perspective and enemies are Doom-like, the setting in Duke Nukem is in a seedy version of an earth city and the character of Duke has more options than the space marine in Doom. For one thing, you can jump or duck down. There's more interaction with the environment, as well. For instance, wall switches may operate movie projectors or a crate on the street may actually be a stairway to the ledge of a building where you can climb in through an open window. Our early version of Duke had all weapons activated, including a high-powered flame thrower and a rocket launcher. The weapons in these screen shots, however, are just place-holders for the final, rendered guns yet to come. According to GT Interactive, Duke Nukem 64 should be available this fall.

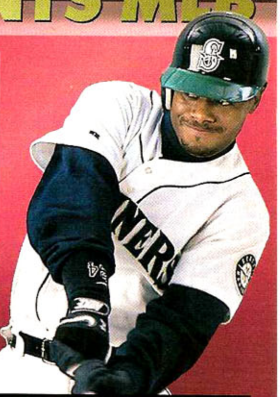


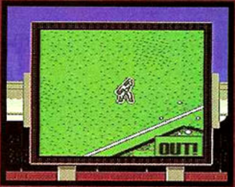


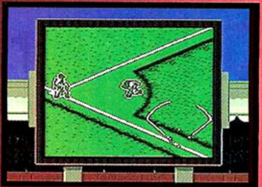


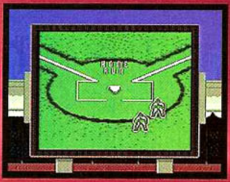


KEN GRIFFEY JR. PRESENTS MLB

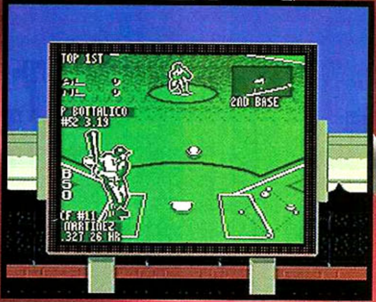








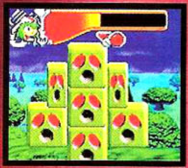
Game Boy gets an upgraded, updated, upscale Ken Griffey Jr. baseball game for release next month. The game features both MLB and MLBPA licenses, so you'll get the real teams, including the two new expansion teams, plus all the real, major league players. You'll also get 1996 stats that will be updated during the season mode and saved with the game's battery. In addition to all that, you can trade players to create your own all-star lineup. In seasonal play, the programmers have included interleague games in the schedule, as well. This is one packed four megabit pak, and it's just the right size to take out to the ballpark.

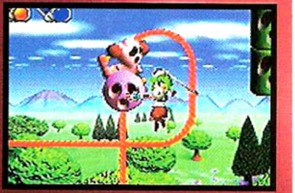


news Source Extra

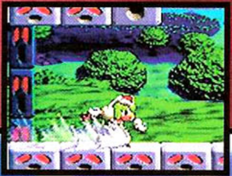
PUBLISHER – Nintendo
DEVELOPER – Software Creations
MEMORY SIZE – 4 Megabits
LICENSES – MLB, MLBPA, Ken Griffey Jr.
SPECIAL – Full stat tracking

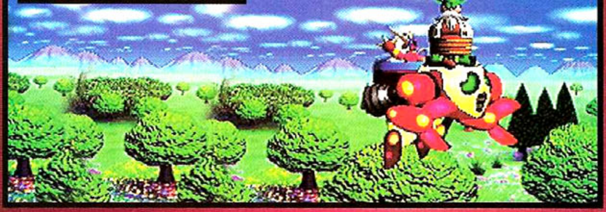
MISCHIEF MAKERS

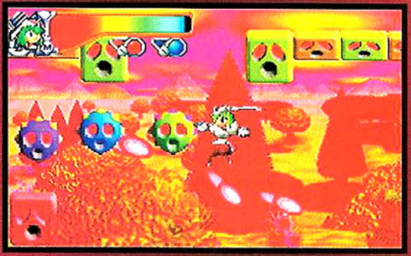




Enix fans can mark this September as the release date of Mischief Makers in North America. Nintendo of America will publish the action title known as Go, Go Troublemakers in Japan. The Japanese version of the N64 game has already been completed while the North American game is being translated. English dialogue will be added to the game, as well. Troublemakers looks 3-D due to its rich, pre-rendered graphics, but the action is primarily 2-D in nature, more like Donkey Kong Country. On the other hand, there's a lot more to the action than simply jumping, running and beating up on baddies. Marina, the robotic hero of the game, interacts with characters throughout the six levels. Marina uses a unique grab and shake technique to defeat her enemies.



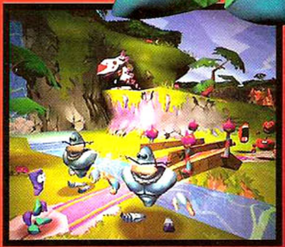




INSIDER UPDATE

TONIC TROUBLE

Ubi Soft's N64 adventure game finally has a name—Tonic Trouble. It's all about a friendly alien named Ed who drops a toxic can on Earth by mistake then must retrieve the offending item. Of course, the effects of the can's contents on Earth are profound, in effect turning everything upside down. Even worse, a guy named Grogh the Hellish is trying to make use of the chaos to take over the world. Ed moves through 3-D stages full of enemies and traps, which should give the game a definite platform feel but with more of a Marioesque exploration and puzzle-solving emphasis than a side-scroller. The cartoon-like graphics add to the lighthearted feel of the game and the quality, as seen in these rendered images, is top notch. Ubi Soft says that the actual N64 screens are nearly as detailed. We can't wait to see for ourselves. As for completion, Ubi Soft plans on a spring 1998 release date, so Tonic Trouble is still a long way away.



AERO GAUGE

Aero Gauge, an F-Zero-like racer from ASCII in Japan, has been announced and the early screen shots look pretty cool. With five hover cars that can blaze above the futuristic tracks at hundreds of miles per hour, the game has potential to leave some of the other racing competition in the dust, but that competition is getting tougher every day. For more on that race, check out the N64 Preview special in this month's Power.

TETRIS PLUS

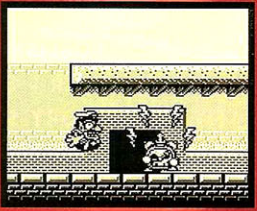
If you think all of the puzzle action will soon be happening on the N64 with Tetrisphere, think again. A new Tetris is on the way for Game Boy. In Tetris Plus, players will find that they aren't alone when trying to make all those tetrads disappear. There's a little guy known as the Professor who stands on the highest block on the screen. Understandably, the Professor gets a little nervous when you let the blocks stack up. The real twist comes when you play the two-player version and your opponent tries to drop blocks on your Prof. Tetris Plus also includes 100 puzzles. Players can even create their own puzzles and save up to ten of them, then let their friends try to figure them out.

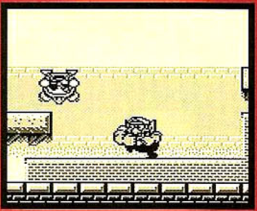
SINGLETRAC

A new 3-D game developer has entered the N64 fray with big plans. Singletrac, based in Salt Lake City, once programmed elaborate military simulations. In recent years, however, they have been making a reputation in the gaming world with such hits as Twisted Metal and TM2 for the Playstation. Singletrac already has several proposed projects for the N64, but won't announce just what they are until it has a publisher for the games.

WARIO LAND 2

Wario will return to Game Boy this fall in Wario Land 2 from Nintendo. According to the developers at Nintendo in Japan, in this game Wario can't die. They said games in which characters die can become repetitious when players have to start over at the beginning of a stage. A giant foot might squash Wario, though, which could slow him down. But in spite of his immortality, Wario is still having considerable problems. It seems that someone is trying to prove the programmers wrong about the no die concept. Wherever he goes, Wario runs into cunning traps and obstacles. The object of the game will be to get past the roadblocks and figure out who is behind the attempted Wariocide. The one other change is that Wario won't transform in this game. Expect to see more about Wario 2 in the next few months, then look for it at retail by the end of the year.





MORE SUPER NES

Long-suffering Super NES players have more reasons to be thankful now that Nintendo of America has announced a fall schedule of Super NES titles including new titles and rereleased Player's Choice games. The two games announced so far are Arkanoid: Doh It Again and Space Invaders. Arkanoid was originally developed by Taito and released in Japan, but it never made it to our shores. It features action puzzle play in which players bounce balls off of paddles while trying to knock off blocks. Space Invaders is similar to the Super Game Boy game of the same name, but it includes a two-player option. It is based on the arcade hit in which you blast advancing aliens. The Player's Choice series of games will include F-Zero, Super Metroid and Tetris/Dr. Mario—three of the best games ever produced for the Super NES.

SUPER SPORTS

Not to be outdone by Nintendo, THQ will continue the EA Sports franchise for the Super NES this fall with versions of Madden NFL '98, NBA Live '98 and NHL '98, all this in addition to Brunswick World Tournament of Champions. The latest versions will include updated rosters and other tweaks, but no revolutionary changes to the game engines themselves are expected. THQ reports that this will be the final year for Super NES versions of these games, so collectors and sports fans should make a note of it. Madden NFL '98 will appear this fall and the other games should be ready after the new year. Brunswick will be released by the end of the summer.

SPOTLIGHT AWARDS

The Computer Game Developers' Association awarded Nintendo several awards at their recent annual conference. Nintendo 64 won first place for best new technology and Super Mario 64 won two first place awards: one for best use of innovative technology and one for best console game of the year. This was the first year that the CGDA included console games in the awards along with computer games.

HOT CANADIAN SUMMER

Nintendo of Canada will host events and gaming centers in many of Canada's major cities this summer. Here's a rundown of where you'll find the fun. The Power Zone at Playland in Vancouver will be open seven days a week from June 26 until August 14. The site features over 30 interactive game stations and N64 challenges. In Montreal, visitors to La Ronde can experience an even bigger environment at the MegaDome Nintendo featuring over 40 Nintendo 64's, plus Super NES and Game Boy game stations. There's also a 40 foot high screen where 16 players can compete at one time. From May 29th through September 1st, the MegaDome Nintendo is open daily with contests and competitions. In addition to the permanent sites listed above, the Nintendo 64 Van will be touring around Ontario and Quebec participating in a number of concerts, fairs, and special events throughout the summer starting June 7th. During the events, visitors will have the opportunity to compete in a number of different contests for a chance to win all kinds of great prizes. Best of all, visiting each Nintendo site is free.

NINTENDO 64
NINTENDO 64
Nintendo

RELEASE FORECAST

N64	
BANJO-KAZOOIE	FALL '97
BIO FREAKS	FALL '97
BODY HARVEST	FALL '97
CONKER'S QUEST	FALL '97
DUKE NUKEM 64	FALL '97
EARTHBOUND 64	SPRING '98
F-1 POLE POSITION	FALL '97
F-ZERO 64	WINTER '98
FREAK BOY	WINTER '98
GOLDENEYE	SUMMER '97
JEOPARDY!	WINTER '98
LAMBORGHINI 64	FALL '97
MACE 64	WINTER '98
MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.	FALL '97
MISCHIEF MAKERS	FALL '97
MISSION: IMPOSSIBLE	FALL '97
MORTAL KOMBAT MYTHOLOGIES	FALL '97
MULTI RACING CHAMPIONSHIP	SUMMER '97
NBA IN THE ZONE '98	WINTER '98
NFL QUARTERBACK CLUB '98	FALL '97
ROBOTECH: CRYSTAL DREAM	FALL '97
ROBOTRON 64	SUMMER '97
QUAKE	WINTER '98
SAN FRANCISCO RUSH	FALL '97
SILICON VALLEY	FALL '97
SPACE CIRCUS	FALL '97
STAR FOX 64	SUMMER '97
SUPER BOMBERMAN 64	FALL '97
TETRISPHERE	SUMMER '97
TONIC TROUBLE	WINTER '98
TOP GEAR RALLY	FALL '97
WHEEL OF FORTUNE	WINTER '98
WCW VS. NWO: WORLD TOUR	FALL '97
UNREAL	WINTER '98
YOSHI'S ISLAND 64	FALL '97
ZELDA 64	SPRING '98
Super NES	
BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '97
MADDEN NFL '98	FALL '97
TIMON & PUUMBA	FALL '97
NHL '98	WINTER '98
NBA LIVE '98	WINTER '98
Game BOY	
DONKEY KONG LAND 3	FALL '97
KEN GRIFFEY JR. PRESENTS MLB	SUMMER '97
WARIO LAND 2	FALL '97

Coming Next Issue.....

Volume 99, August 1997

GOLDENEYE 007™

How cool are you under fire? As cool as James Bond, secret agent 007? The ultimate spy action game for the N64 makes the movies look tame. Nintendo Power will take you to the front lines of intrigue and danger in a 16-page tactical mission plan. We expect you to live, Mr. Bond.

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

Next time you head out to the ballpark, pack Ken Griffey Jr.'s power in your Game Boy. The first mini-Griffey game contains some huge advances, like MLB and MLBPA licenses and full stat tracking.

Multi Racing Championship

Ocean's rally racer rolls into the Nintendo Power showroom in August, ready for test driving. If you like fast, realistic N64 racing action, MRC delivers the thrills.

7/40
POSITION
38
Lap Time
00'31"651
Total
00'31"651
Record
04'30"000

Tetrisphere

RESCUE
1:4
405 200

Enter a realm where only rocket scientists dare to tread and kick their academic posteriors with a degree from Power U. in Tetrisphereology.

Also Featuring.....

- ROBOTRON 64
- TETRIS PLUS
- BRUNSWICK WORLD T.O.C.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Arkanoid: Doh It Again
9. Bass Master II
10. Bass Masters Classic
11. Bass Masters Classic Pro Edition
12. Bassin's Black Bass with Hank Parker
13. Batman Forever
14. Boogerman
15. The Brainies
16. Breath of Fire II
17. Brunswick's World Tournament of Champions
18. Bust A Move
19. Castlevania Dracula X
20. Casper
21. Chrono Trigger
22. Civilization
23. Clue
24. College Football USA '97
25. College Slam
26. Cutthroat Island
27. Demolition Man
28. Demon's Crest
29. Dirt Trax FX
30. Disney's Aladdin
31. Disney's Pinocchio
32. Donkey Kong Country
33. Donkey Kong Country 2
34. Donkey Kong Country 3
35. Doom
36. Dragon View
37. EarthBound
38. Earthworm Jim
39. Earthworm Jim 2
40. Emmitt Smith Football
41. Family Feud
42. FIFA Soccer '96
43. FIFA Soccer '97
44. Final Fantasy II
45. Final Fantasy III
46. Final Fight 3
47. Frank Thomas Big Hurt Baseball
48. Frantic Flea
49. Gearheads
50. Harvest Moon
51. Illusion of Gaia
52. Incantation
53. Indiana Jones' Greatest Adventures
54. Judge Dredd
55. Jungle Strike
56. Jurassic Park 2
57. Ken Griffey Jr. Presents: MLB
58. Ken Griffey Jr.'s Winning Run
59. Killer Instinct
60. King Arthur & the Knights of Justice
61. Kirby Super Star
62. Kirby's Dream Course
63. The Legend of Zelda: A Link to the Past
64. Lemmings 2
65. Lobo
66. Looney Tunes B-ball
67. The Lost Vikings
68. The Lost Vikings II
69. Lufia II
70. Madden NFL '96
71. Madden NFL '97
72. Madden NFL '98
73. Magic Boy
74. Mario Paint
75. Marvel Super Heroes in War of the Gems
76. The Mask
77. Maui Mallard in Cold Shadow
78. Mechwarrior 3050
79. Mega Man X
80. Mega Man X2
81. Mega Man X3
82. Mega Man 7
83. Might & Magic III: Isles of Terra
84. Mighty Morphin Power Rangers: The Movie
85. Mohawk & Headphone Jack
86. Monopoly
87. Mortal Kombat II
88. Mortal Kombat 3
89. Mr. Do!
90. Ms. Pac-Man
91. Mutant Chronicles: Doom Troopers
92. NBA Give 'n' Go
93. NBA HangTime
94. NBA Jam
95. NBA Jam Tournament Edition
96. NBA Live '96
97. NBA Live '97
98. NBA Live '98
99. NFL Quarterback Club '96
100. NHL '96
101. NHL '97
102. NHL '98
103. Ninja Gaidan Trilogy
104. Ogre Battle
105. Olympic Summer Games
106. Oscar
107. PGA European Tour
108. Pitfall
109. Power Piggs of the Dark Age
110. Power Rangers Zeo: Battle Racers
111. Prehistorik Man
112. Primal Rage
113. Prince of Persia 2
114. P.T.O. II
115. Realm
116. Revolution X
117. Road Rash
118. RoboTrek
119. Romance of the Three Kingdoms IV: Wall of Fire
120. Samurai Shodown
121. Scooby Doo Mystery
122. Secret of Evermore
123. Secret of Mana
124. SimCity
125. SimCity 2000
126. Space Invaders
127. Spawn
128. Star Fox
129. Star Trek: Deep Space Nine
130. Star Trek: Star Fleet Academy
131. Street Fighter Alpha 2
132. Street Fighter II
133. Street Fighter II Turbo
134. Stunt Race FX
135. Super Black Bass
136. Super Bomberman 2
137. Super Mario All-Stars
138. Super Mario Kart
139. Super Mario RPG
140. Super Mario World 2: Yoshi's Island
141. Super Metroid
142. Super Punch-Out!!
143. Super Star Wars
144. Super Street Fighter II
145. Swat Kats
146. Tecmo Secret of the Stars
147. Tecmo Super Bowl III: Final Edition
148. Tetris & Dr. Mario
149. Tetris Attack
150. Timon & Pumbaa
151. Top Gear 3000
152. Toy Story
153. True Lies
154. Ultimate Mortal Kombat 3
155. Uncharted Waters New Horizons
156. Uniracers
157. Urban Strike
158. War 3010: The Revolution
159. Wario's Woods
160. WeaponLord
161. Wheel of Fortune
162. Whizz
163. Winter Gold
164. WWF Raw
165. WWF Wrestlemania: The Arcade Game
166. X-Men: Mutant Apocalypse
167. Zoop

Game Boy

168. Adventure Island
169. Aladdin
170. Alien Games
171. Animaniacs
172. Asteroids/Missile Command
173. Battle Arena Toshinden
174. Battle Zone/Super Breakout
175. Black Bass Lure Fishing
176. Blues Bros. Jukebox
177. The Bugs Bunny Crazy Castle 2
178. Casino Funpak
179. Castlevania Adventure
180. Castlevania II: Belmont's Revenge
181. Centipede/Millipede
182. College Slam
183. Contra: The Alien Wars
184. Cutthroat Island
185. Defender/Joust
186. Desert Strike
187. Disney's Pinocchio
188. Donkey Kong Land
189. DKL2: Diddy's Kong Quest
190. Donkey Kong '94
191. Dr. Mario
192. DragonHeart
193. Earthworm Jim
194. Earthworm Jim 2
195. FIFA Soccer '96
196. FIFA Soccer '97
197. 4-in-1 Fun Pak
198. Frank Thomas Big Hurt Baseball
199. Galaga/Galaxian
200. Game & Watch Gallery
201. Hercules
202. Hunchback of Notre Dame
203. Iron Man X-O Manowar In Heavy Metal
204. James Bond 007
205. Jeopardy! Teen Tournament
206. Jeopardy! Platinum Edition
207. Jungle Strike
208. Jurassic Park 2
209. Ken Griffey Jr. Presents: MLB
210. Killer Instinct
211. King of Fighters '95
212. Kirby's Block Ball
213. Kirby's Dream Land
214. Kirby's Dream Land 2
215. Kirby's Pinball Land
216. Kirby's Star Stacker
217. Lamborghini American Challenge
218. The Legend of Zelda: Link's Awakening
219. The Lion King
220. Looney Tunes
221. Madden '96
222. Marble Madness
223. Mario's Picross
224. Mega Man
225. Mega Man V
226. Metroid II: Return of Samus
227. Mole Mania
228. Monster Max
229. Mortal Kombat II
230. Mortal Kombat 3
231. Ms. Pac-Man
232. NBA Jam
233. NBA Jam Tournament Edition
234. NBA Live '96
235. NHL '96
236. Nigel Mansell's World Championship
237. Olympic Summer Games
238. Operation C
239. Pac-Man
240. Paperboy
241. PGA Tour Invitational
242. Pocahontas
243. Prehistorik Man
244. Primal Rage
245. Qbert
246. Samurai Shodown
247. Solitaire FunPak
248. Space Invaders
249. Star Trek: Generations
250. Street Fighter II
251. Street Racer
252. Super Mario Land
253. Super Mario Land 2: 6 Golden Coins
254. Super Return of the Jedi
255. Superman
256. Sword of Hope II
257. Tazmania 2
258. Tetris
259. Tetris Attack
260. Tetris Blast
261. Tetris Plus
262. Tetris 2
263. Timon & Pumbaa
264. Tiny Toon Adventures 2
265. Titus the Fox
266. Toy Story
267. Track & Field
268. Urban Strike
269. Vegas Stakes
270. Wario Blast
271. Wario Land: Super Mario Land
272. Wario Land 2
273. WWF Raw
274. Zoop

N64

275. Aero Fighters Assault
276. Blast Corps
277. Body Harvest
278. Buggie Boogie
279. Chameleon Twist
280. Clay Fighter 63 1/3
281. Creator
282. Cruis'n USA
283. Dark Rift
284. Doom 64
285. Duke Nukem 64
286. F-1 Pole Position
287. F-Zero 64
288. FIFA Soccer 64
289. Freak Boy
290. GoldenEye
291. Hexen
292. International Superstar Soccer 64
293. Jeopardy!
294. Killer Instinct Gold
295. Kirby's Air Ride
296. Lamborghini 64
297. Lode Runner
298. Mace 64
299. Major League Baseball featuring Ken Griffey Jr.
300. Mario Kart 64
301. Mission: Impossible
302. Monster Dunk
303. Mortal Kombat Mythologies
304. Mortal Kombat Trilogy
305. Multi Racing Championship
306. NBA HangTime
307. NFL Quarterback Club '98
308. PilotWings 64
309. Quake
310. Rev Limit
311. Robotech: Crystal Dreams
312. Robotron 64
313. Space Circus
314. Space Station: Silicon Valley
315. St. Andrews Old Course
316. Star Fox 64
317. Star Wars: Shadows of the Empire
318. Super Mario 64
319. Tetrisphere
320. Tonic Trouble
321. Top Gear Rally
322. Turok: Dinosaur Hunter
323. Ultra Descent
324. War Gods
325. Wave Race 64
326. Wayne Gretzky's 3-D Hockey
327. WCW VS. NWO
328. Wheel of Fortune
329. Wild Choppers
330. Wonder Project J 2
331. WWF Wrestling
332. Yoshi's Island 64

Other Picks

333. Aero Gauge (N64)
334. Dragon Quest VI (Super Famicom)
335. EarthBound 64 (Mother 3)
336. Game Boy Pocket
337. Lego Racers (N64)
338. Marvelous: Another Treasure Island (Super Famicom)
339. Mischief Makers 64
340. Nintendo 64
341. Pocket Monsters (Game Boy)
342. Quest 64
343. Sim City 64
344. Nintendo 64 Disk Drive
345. Super Bomberman 64
346. Turok 2 (N64)
347. Wayne Gretzky's 3-D Hockey 2 (N64)
348. Zelda 64

FOX McCLOUD

Personal Data

Son of ace star pilot, James McCloud. Leader of the Star Fox team, the renowned mercenary squadron founded by his famous father. Fox possesses not only his father's incredible piloting skills, but his profound sense of justice, as well. Fox has dedicated himself to defeating Andross and bringing the traitorous Pigma Dengar to justice.

Scouting Report

The Star Wolf team's ships are invulnerable to charged laser blasts, so go after them with regular lasers. When they approach from behind, pull a loop to turn the tables on them. Press the top C Button in All-Range mode to get a better view of the action.

FALCO LOMBARDI

Personal Data

Former head of a gang of space "hot rodders," Falco's piloting skills are second only to Fox's. He's often described as hot-headed and arrogant, but he is cool under fire and fiercely loyal to his teammates. If he could only curb his recklessness and his quick temper, he just might mature into an even better pilot than Fox.

Scouting Report

In Sector X, take the left-hand path to find the warp gates. Shoot each of the four gates until they turn red and open up. Fly through the gates to activate the warp mechanism. You'll pass through a hazardous "warp zone" before you enter Sector Z.

PEPPY HARE

Personal Data

Peppy and James McCloud served together in the Cornerian military and were the founding members of the Star Fox team alongside Pigma Dengar. After Pigma betrayed the team and James was killed, Peppy declined the leadership role and urged Fox to take his father's place. Humble and wise, Peppy has been a second father to Fox.

Scouting Report

In Zoness, destroy all of the searchlights to avoid being detected. If the searchlights turn red, the enemy fleet will send out more patrols. If you're not detected and you defeat the Sarumarine base, you'll go on to Sector Z instead of Macbeth.

SLIPPY TOAD

Personal Data

A close friend of Fox McCloud's at the Cornerian Defense Academy. Slippy withdrew when Fox invited him to join the new Star Fox team. What Slippy lacks in piloting skills he makes up for in engineering expertise. He created the Blue-Marine attack sub with help from his father, Beltino Toad, Director of Engineering at Space Dynamics Co., Ltd.

Scouting Report

In Aquas, fire homing torpedoes to light up the darker areas of the stage. You have unlimited torpedoes, and you can direct torpedoes after they've been fired by shooting at and "tagging" a target with your lasers.

ARWING

Vehicle Data

Length: ....28 sm
Height: ....5.5 sm
Maximum Speed: ....M 4.2 (in atmosphere)
Engine: ....NTD-FX1 plasma engine w/G-diffuser
Crew: 1
Armament: T&B-H1 laser cannon and Smart Bomb launcher

Piloting Tip

Press and hold A to charge up the laser. While charging, point the targeting cursor at an enemy to lock on to it. Tap A to fire. The charged laser will then home in on the target. The target lock also works with the Smart Bomb. If a target moves off screen before it is destroyed, you won't receive any hits.

LANDMASTER

Vehicle Data

Length: ....24 sm
Height: ....8.5 sm
Maximum Speed: ....207 skm/h (using booster)
Armor: ....65 sm at front and rear, .45 sm at sides
Crew: 1
Armament: T&B-J2 laser cannon and Smart Bomb launcher

Piloting Tip

Tap the Z or R Button twice to roll to one side. Press and hold either button to fire one thruster continuously. Firing one thruster can help you climb sideways up steep inclines that you normally wouldn't be able to scale. Press and hold both buttons to fly for short distances.

BLUE-MARINE

Vehicle Data

Length: ....30.5 sm
Height: ....7 sm
Maximum Speed: ....116 skt (using booster)
Maximum Dive: ....2,000 sm
Crew: 4
Armament: Modified T&B-U3 laser cannon and torpedo launcher

Piloting Tip

When rolling, the Blue-Marine generates the same kind of protective force field that the Arwing does. The shield helps protect the sub from laser fire but not from solid objects. The Blue-Marine also has an unlimited supply of homing torpedoes. If things get crowded in the deep blue, press A, B and R continuously.

GREAT FOX

Vehicle Data

Length: ....890 sm
Height: ....375 sm
Maximum Speed: ....M 1.4 (in atmosphere)
Engines: ....NTD-FX9 plasma engine x3
Crew: ....1+4
Armament: ....T&B-H9 hyper laser cannons x2

Piloting Tip

When ROB 64 tries to contact you, you'll hear a musical tone and see an icon flash at the top of the screen. Press the right C Button to answer his call. ROB will send a Supply Container to your location. Blast it open to reveal an item. Enemies often attack from behind as you try to collect these items.

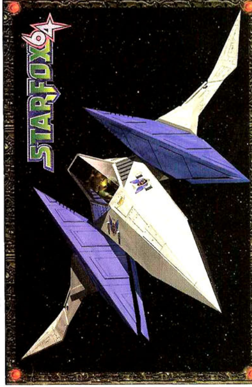
STARFOX 64

STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED

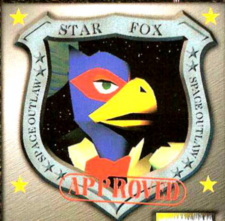
AGE: 18
HEIGHT: 1.73 SM
WEIGHT: 70.31 SK
RATING: SP 1ST CLASS

BRAIN SCAN
RETINAL SCAN
REFLEX METER

FOX McCLOUD



STARFOX 64

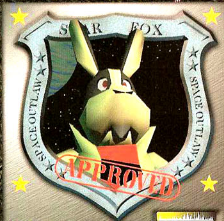

STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED

AGE: 19
HEIGHT: 1.88 SM
WEIGHT: 74.84 SK
RATING: SP 1ST CLASS

BRAIN SCAN
RETINAL SCAN
REFLEX METER

FALCO LOMBARDI

STARFOX 64


STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED

AGE: 41
HEIGHT: 1.70 SM
WEIGHT: 71.03 SK
RATING: SP 1ST CLASS

BRAIN SCAN
RETINAL SCAN
REFLEX METER

PEPPY HARE

STARFOX 64

STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED

AGE: 18
HEIGHT: 1.67 SM
WEIGHT: 63.50 SK
RATING: SP 2ND CLASS

BRAIN SCAN
RETINAL SCAN
REFLEX METER

SLIPPY TOAD

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 97 (Jun. '97): Clay Fighter 63 1/3, Hexen, part one, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, Aero Fighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies, part one, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble, part two, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 88 (Sept. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's, 3-D Hockey, Beat the Boss, part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 86 (July '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 85 (June '96): Thirty-one-page all N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB), Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2: Diddy's Kong Quest, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

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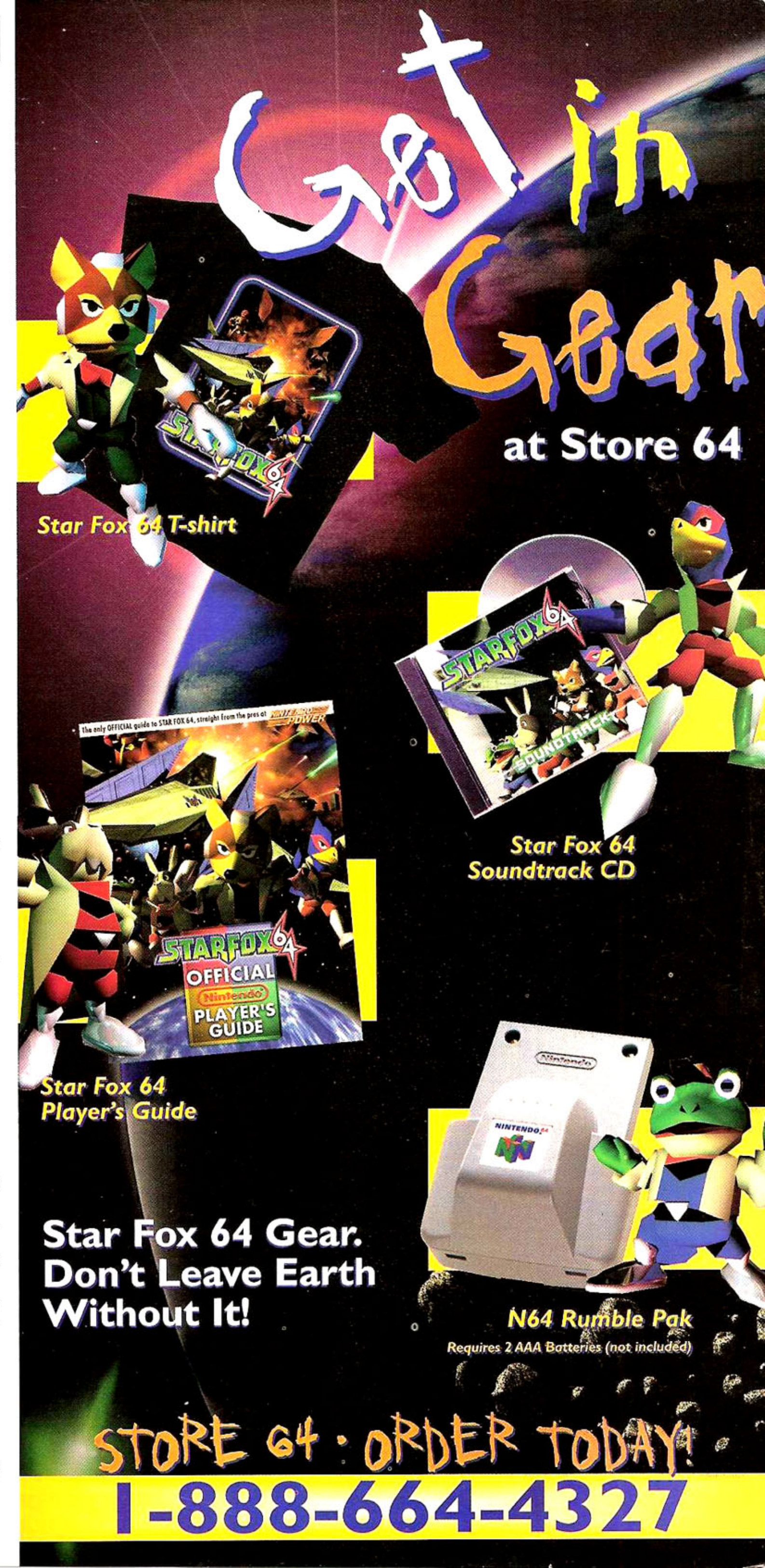
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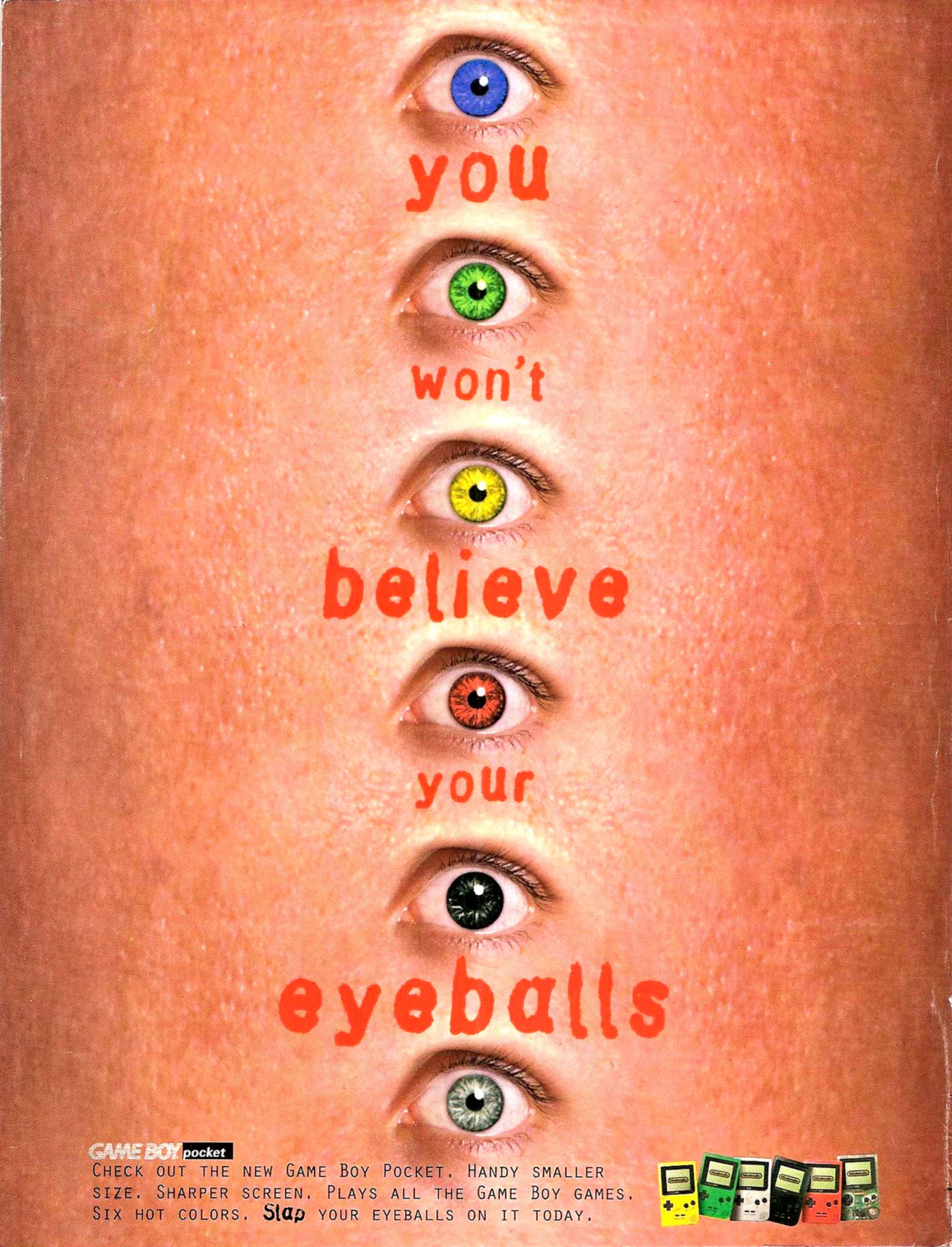
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